

# POPULAR *Only 45p. 40 Paks* Computing WEEKLY

22-28 August 1985

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Vol 4 No 34

## AMSTRAD 6128 REVIEW INSIDE

### New 16-bit micro from Sinclair?

THE IMMEDIATE future of Sinclair Research was being decided this week as top executives from the troubled computer firm met representatives of its major creditors - owed around £15m - to try to agree a short-term extension of the company's credit.

Cash is urgently needed to carry through developments of new 8- and 16-bit machines.

See page 4

## Amstrad beats Atari to 256K

AMSTRAD has announced its second new micro in two weeks.

The machine, called the PCW8256, is a home or office word-processing system, something of a departure for Amstrad.

Based on the technology used in the 6128 the new PCW 8256 offers 256K Ram, a Z80 processor and a sophisticated icon-driven word processing software program in a package which includes a single 3 inch disc drive, high-resolution monochrome monitor and near letter-quality dot-matrix printer. The computer, disc unit and much of the printer software is built into the compact monitor unit to keep the keyboard and printer as light as possible.

The whole system including the micro, monitor, disc and printer is to be priced around £450.



Unlike Amstrad's previous computers the PCW 8256's much expanded version of Basic is not built-in. Instead it is supplied with the machine on disc and must be soft-loaded.

Like the 6128, the micro is CP/M compatible running version 3.0 (CP/M Plus) and is also supplied with Digital Research's GSK graphics extension package.

The micro can also be expanded with an additional 1M

3 inch disc unit, a space for which is provided behind a removable panel on the monitor unit.

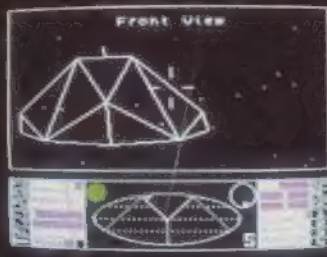
Like the 6128 the 8256 was commissioned from Amstrad by Indescomp Inc primarily for the US market.

It will be available shortly in the UK, in the autumn in the rest of Europe, and launched, according to Jaime Pero, President of Amstrad Computers US, in late 1985/early 1986 in America.

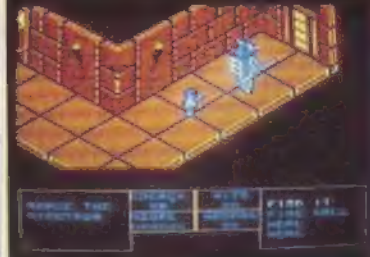
## FIRST LOOK



Warlord from Interceptor (Amstrad)



Elite from Firebird (Spectrum)



Wizardry from The Edge (Commodore 64)

**INSIDE** > SETTING FOOT ON LEVEL 9'S RED MOON

WIN SUMMER GAMES II >



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## EDITORIAL

It is difficult to pick up a paper these days without reading some story on 'why the micro bubble burst'. Commentators, who only eighteen months ago championed the micro boom, are now busy banging nails into its coffin: micros 'failed' because they were a product in search of an application.

They are all wrong. Yes, it is true that for the moment the micro's only serious home application is word processing; it is also true that the dreams of armchair shopping or the 'automated' home remain unfulfilled.

But the micro has found its role as an entertainment medium. Anyone familiar with programs like *Elite*, *Frankie Goes to Hollywood* or *Dun Dazach* would be forced to agree the computer game can be a complex and compelling form of entertainment. As valid a leisure pursuit as reading a book, listening to a record or watching a film.

As the music, publishing, film, and now computer, industries continue to move closer together an increasing number of artists and authors are beginning to dabble with micros: the list includes Arthur C Clarke,

Douglas Adams, Andy Warhol, George Lucas, Rik Mayall, Pierre Boulez. This week book publisher Hodder and Stoughton launched its version of *The Rats* based on James Herbert's top selling novel. Hutchinson's adaptation of *The Fourth Protocol* is still riding high in the software charts.

With technology still advancing fast the micro offers the intriguing possibility of true interactive fiction—combining elements from a book or film so that the reader/viewer can control by decision-making the development and outcome of the story. Pieces of the jigsaw are already in place; starting graphics like those of Terry Greer used in *Interceptor's* Amstrad adventures and the sophisticated text detail of the Infocom programs. All that's needed now is more memory.

Even if time eventually shows the interactive novel to be a creative cul-de-sac, the prospect is a fascinating one.

Those who are now ready to write off the micro as a spent force will be proved wrong.

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Computer Trade Association Magazine of the Year



# First signs of a new QL machine

AS WELL as the much rumoured 128K Spectrum model Sinclair is now known to be working on a new 16-bit machine. The new micro is thought to offer 512K Ram and be based on the technology developed for the QL, yet without microdrives. A disc option may be provided instead.

Both new micros are likely to be shown for the first time at this year's *Personal Computer World Show* in two week's time. Mikro-Gen could be the first company to show software for the new Spectrum the company is already planning a range of

titles to launch for its MicroPlus Spectrum Plus expansion system, believed to be compatible with the new micro.

MicroPlus looks rather similar to a joystick interface but provides a Rom expansion giving the Spectrum Plus an increased memory size available for a game, thus giving opportunity for more complex graphics or playing area.

The first title on MicroPlus will be *Shadow of the Unicorn*, and Mikro-Gen is also planning a licensed title, *Battle of the Planets*.

Triptych Publishing, the

company which wrote the Brainpower series, is also thought to be writing specifically for the Spectrum 128 and the Pandora portable.

Dixon's, whose £10m order – apparently agreed before the Maxwell take over plan was mooted – was heralded by Sir Clive Sinclair as wiping out the need for a specific rescue deal, has now begun selling its new Spectrum package: Spectrum Plus, joystick and interface, data recorder and ten pieces of software for £139.99 in all Dixon's stores. Its original package – Spectrum Plus, ZX printer and flat screen TV at £199.99 – is still running while stocks last. The discount store Comet is now selling a similar package at £159.99, and discount packages for independent retailers are also expected.

The creditors meeting called on Monday – involving Sinclair and representatives from Thorn EMI, Timex, AB Electronics, Barclays and Citibank – follows the failure of Robert Maxwell's £12m rescue bid three weeks ago.

## Mighty Oaks available from Acorn's BBC

OAK UNIVERSAL and Acorn have signed a deal for Oak to sell the BBC and BBC Plus as single board computers.

The Oak range offers all permutations of BBC components and peripherals from the basic keyboard and processor board in Oak's own casing at £499 up to the full Oak personal computer, comprising motherboards for BBC and BBC Plus, 65 watt power supply, dual 400K double-sided disc drive, Z80 second processor, CP/M, word processor, spreadsheet, graphics, database, system generator, CIS Cobol, and BBC Basis for £1,325. The keyboard and processor casings only can be bought for £26.95.

## Hollywood's worst in Global deal for micros

FOLLOWING the licensing of such box office hits as *Rambo* – *First Blood 2*, *Alien*, *Superman* and *Gremlins* comes news of a deal involving the worst films ever.

Global Software, which was formed in March this year by former employees of Argus Press Software, has obtained software rights to films featured in the cult book *The Golden Turkey Awards*.

The book, written by two Californians Harry and Michael Medved, awards 'Golden Turkeys' in categories such as *The Most Embarrassing Movie Debut of All Time*, or *The Worst Vegetable Movie of All Time*.

The first game in the new series is to be *The Attack of the Mushroom People*, based on *The Worst Vegetable Movie of All Time*, which is to be released for mid-October for the Spectrum at £8.95 and the Commodore 64 and Amstrad at £7.95. The second game, *Revenge of the Killer Tomatoes*, will follow shortly after.

Global has also released a graphics and text adventure called *The Magician's Ball* which features Mike Oldfield's *Tubular Bells* licensed as backing theme.

# Acorn's shares trade again

TRADING in Acorn's shares began again on the Unlisted Securities Market last week. Starting at 2½ pence per share, the price rose at the end of the first day to 6 pence, and currently stand at 14½ pence.

The deal with Olivetti under which Olivetti's stake in

Acorn rises to 79.8 per cent is due to be granted shareholders' approval on September 2.

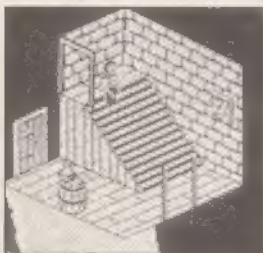
● Acorn's ABC range, which was put in abeyance in February prior to Olivetti's first rescue package, has been incorporated in the newly launched Cambridge workstation. This 32-bit scientific processor draws on much of the technology developed for the ABCs, which are still not being produced as machines in their own right.

## Hodder launches horror game

HODDER and Stoughton has now launched *The Rats*, the strategy/adventure game based on James Herbert's blood curdling novel.

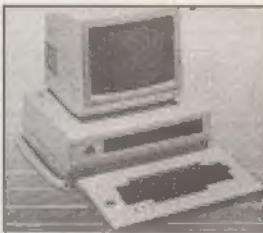
The programmers, from Five Ways Software, have deliberately kept in many elements of the horror and spine chilling description that characterised the novel.

*The Rats* will be available in September, priced at £7.95, for both the Spectrum and Commodore 64. An Amstrad version is planned.



TWO new releases from *The Edge* – *Fairlight* (above) and *Wizardry* (cover) – are both arcade adventures with the emphasis firmly on 3D graphics and animation.

For the Spectrum and Commodore 64 respectively, both will be released in early September priced at £9.95. *Wizardry* will also be available for the Commodore 64 on disc at £12.95.



Oak has also produced its own modem, which fits internally in the disc drive case, at £135 with software.

Details from Oak Universal, 20 Crofters Green, Green Lane, Idle, Bradford.

**More news  
on page 6**





# WATCH OUT! IT'S



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## MUD slinging in Compunet resolved

FOLLOWING an outcry from Compunet MUD players after all Wizard status points were halved last week, the original rankings have now been reinstated.

Players who had attained the powerful Wizard status in

the Multi-User Dungeon reacted angrily after MUSE managing director Simon Dally reduced the rankings.

"We had had a lot of complaints from Compunet MUD users saying that those who had made it to Wizard were making the game extremely difficult for others to play," said Simon.

However, the outcry was so violent—some people having spent several hundred pounds reaching the coveted position that MUSE reinstated everyone's previous rankings, including those considered to have attained Wizard status by possibly devious means.

"The problem was really one of supervision of players," commented Simon. "Now that we can access MUD on a Gateway computer rather than needing a Commodore 64 proper supervision should be a lot easier."

## Hoover halts C5 - price tumbles

SIR CLIVE Sinclair's personal venture, Sinclair Vehicles, sank into even deeper trouble last week when Hoover stopped production of the C5 electric tricycle at its Merthyr Tydfil factory.

"Production has been halted while the £1.5 million writ is still hanging over the company," said a Sinclair Vehicles spokesman. "Hoover did not want to buy new parts when they ran out on behalf of Sinclair Vehicles."

Demand however can be met by stocks currently held by Sinclair - production prior to the stoppage was, however, only 100 per week. The writ, for non-payment of debts, was taken out by Hoover over a month ago, but has still to be served.

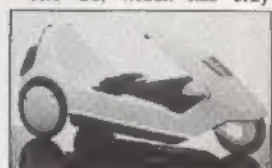
The C5, which has only

## Tolkien spoof reaches shops

*Bored of the Rings*, the adventure spoof on J R R Tolkien's *Ring* trilogy, is to be released by Silversoft.

Originally only available by mail order, publisher Delta 4 Software found itself unable to cope with the demand. As part of the Silversoft deal, Silversoft will expand the game adding new locations and graphics.

*Bored of the Rings* will be available by mid-September for the Spectrum and BBC at £7.95. Amstrad and QL versions will follow.



achieved about a tenth of its predicted sales of 100,000 so far, has already been heavily discounted. Electrical store Comet is selling it at £189, while from Vallance it costs £199, compared with a normal retail price of just over £400.

## Dixons



"Can you guarantee there isn't a C5 thrown in as well?"

## Letters

### Ram paging

I have an XK modification Spectrum - the system of Ram paging allowing 64K blocks of memory to be built up to a maximum of 4M. I have not seen any programs or news of any products which use this expansion.

I'd be interested in hearing if anyone can help, or from anyone else who has the system.

K J Turner  
41 Almond Grove  
Brenford  
Middx

### Thargoid attack

Re Martin Croft's review of *Elite* (June 20 issue). Who says you can't survive a Thargoid attack? If you feel like trying, or just practising, on the BBC version (tape or disc) type *Copy, X, Delete*, and then galactic hyperspace (*Ctrl-H*), but hold down *Ctrl* until the routine has finished. You will be surrounded by Thargoids in *Witch* space.

This procedure (known as a back door) has been found to work on BBC (tape and disc). It probably works on the Electron as well.

A useful bug (BBC disc only) is the following. A capital of 1600 credits is necessary. Buy a mining laser (NB not lazer) on any view, then buy another mining laser on the same view. The computer will respond with *Laser Present* and your bank account increases in size by 3570.3 credits.

Peter Bevin  
62 St Denis Road  
Selly Oak  
Birmingham

There is also a *Witch* space routine on the C64 version. The mining laser 'bug' was only present on early BBC versions and has apparently now been corrected.

Name .....

Address .....

## Competition

### Win Summer Games II

This week *Popular Computing Weekly* gives you the chance to win a copy of *Summer Games II* for the Commodore £4. This superb game recreates, with excellent graphics and sound, eight different Olympic events. The game is certain to be a bestseller - this is your chance to get one for nothing. We have 25 copies of the game to give away.



Little Newport Street, London WC2H 7PP. Closing date is September 13th.

### Questions

- 1) How many gold medals did the UK win in the last summer Olympics?
- 2) Which city is Britain's nomination to hold the 1992 Olympics?
- 3) Where were the last Winter Olympics held?

### The Competition

Below are three questions. If you think you know the answers fill in the coupon below and send it to *Popular Computing Weekly*, Summer Games Competition, 12-13

### Answers

- 1).....
- 2).....
- 3).....



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BY MERVYN ESTCOURT



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# Surprise package

Jeff Naylor evaluates Amstrad's latest surprise – the 128K 6128 machine now in the shops

**S**ome manufacturers have a reputation for announcing new machines, then trying to get them working, and finally (or sometimes never) releasing them.

Amstrad doesn't work like that. Its new 6128 was available in some shops two weeks before being officially announced.

The micro features a Z80A processor, 128K of memory banked in two 64K blocks, a single built-in 3 inch disc drive and either a colour or monochrome monitor. Depending on the choice of monitor the whole package costs either £399 or £299.

The new CPC 6128 is a logical progression in the series of Z80-based Amstrad machines using and expanding on the same technology developed for the 464.

The original 464 provided Resident System Extensions to allow additional commands to be created. These were used to provide extra disc instructions when the DDI-1 disc unit was added to the system.

The 664 replaced the built-in cassette player with a disc unit and added a debugged Rom (no Line Input bug) and offered a slightly extended version of the 464 basic.

## Hardware

Now, only four months after the 664, Amstrad offers the new 6128. It contains an extra 64K of Ram, but the firmware is fully compatible with the 664. Bank switching has always been a feature of the Amstrad as Roms overlay the Ram addresses on the 464, and the 6128 extends the principle to an extra bank of Ram.

The first thing you notice about the 6128 is how neat it looks. It is a lot slimmer than its predecessors, achieved

because the disc unit is very compact and also by squeezing the keyboard and function keypad together and reducing the size of some keys. The cursor Copy key arrangement has also been altered; Copy has moved bottom left alongside a repositioned and enlarged Control key, while the cursor keys have been resited at the bottom of the function keypad. It's tempting to quibble about the keyboard changes: I don't like the small Delete key (which I'm always using) or the position of the right-hand Shift. The latter is sandwiched between Return and Enter, a duplicity caused by the need to retain the same number of keys as earlier machines. One final moan: all the keys are now the same colour.

Connections to the 6128 offer no surprises: stereo sound, joystick, tape, printer, expansion, power, monitor and disc drive two. Inside the case, a neat circuit-board nestles under the keyboard, but does not extend the full length, despite the extra Ram chips. There is about three inches of space between the board and the disc drive, making the new circuit-board small enough for use in a portable machine. Eight additional 64K Ram chips are used to provide the extra bank of memory. This is enabled through the video gate array in much the same manner as internal Rom selection is achieved. One further cause for speculation is a spare integrated circuit socket which will take a ULA chip...

And so in the £5,536 dollar question, asked of all eight-bit computers with more than 64K of Ram. What use is the memory that can't be addressed directly by the CPU?

If programming in Basic, the answer is a complex one, but it boils down to "not a lot". The 6128 uses the same Basic as the 664, so you cannot write bigger programs because the interpreter is unaware of the additional 64K.



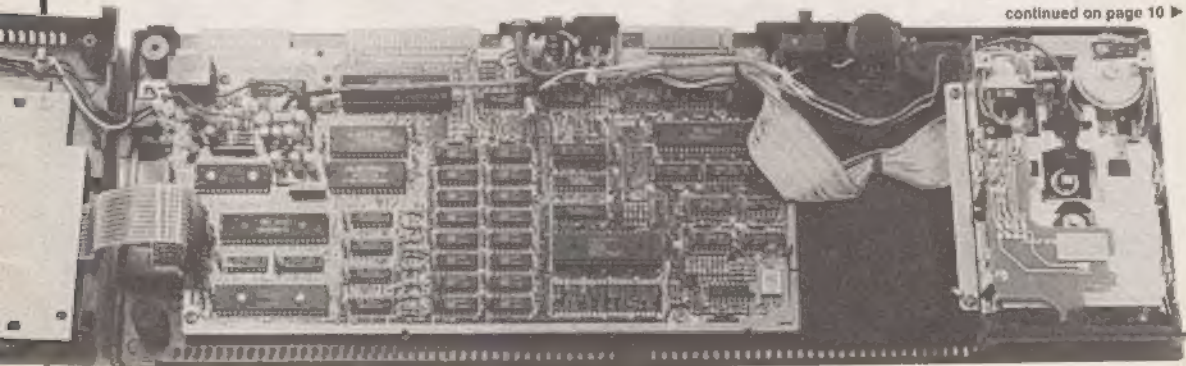
Use of the extra memory is instead facilitated by a suite of RSX routines supplied on one of the system discs. Once these are loaded a number of extension commands become available.

## Firmware

*Bankopen,n* sets up the second bank of Ram for string storage; the *n* parameter defines the length of all the strings up to 255 characters. To use the space, commands *Bankwrite*, *Bankread* and *Bankfind* are employed. The whole system operates like a Ramdisc. You may read from or write to either the current record or one specified by an optional parameter, or search the memory for a string matching the one you have specified. In all cases a parameter returns the record number or a negative value if the operation fails.

*Screenswap* and *Screencopy* allow the

continued on page 10 ▶









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by Derek Bremner



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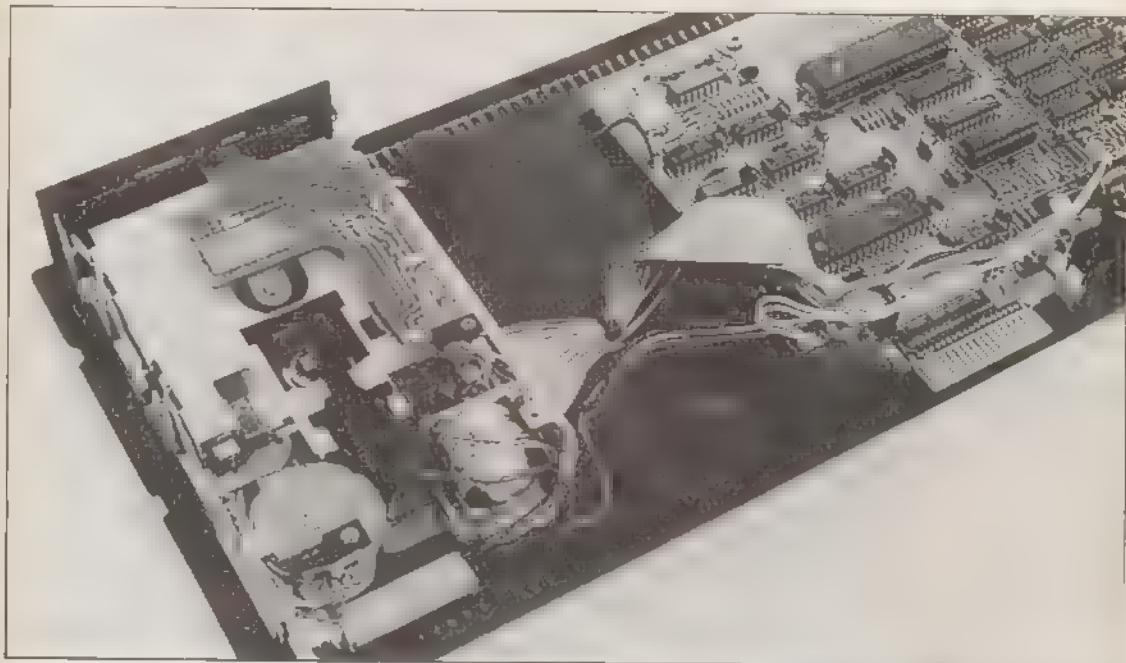
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Machine courtesy of G&R Computers, Tottenham Court

played as a scrolling banner at the bottom of the screen (if you find this irritating you can disable it). Because more of the operating system is stored in Ram, there is no need to "warm boot" (ie press *Ctrl C*) every time you change discs. Although CP/M Plus is much improved, earlier CP/M software is easily up-graded, so the vast range of software (including the 'freeware' of the CP/M user's group) is now truly accessible.

The CPC 6128 comes with two system discs. In addition to CP/M Plus and the Bank Ram Manager RSXs, a host of other goodies are included. The Digital Research Graphics System Extension

(GSX) allows CP/M programs to use graphics. Logo is also supplied, along with some standard utility programs. Some of the machine-code tools though unfortunately assume that your processor is an Intel 8080 chip, so some have limited uses. Amstrad have also included *Disckit3*, a fairly friendly disc formatter and copier, while *Pip* (the file copy program) has been rewritten to work on a single drive system.

Just to be safe, one side of the system disc contains CP/M 2.2, useful if you upgrade from a 664 or 464 plus disc and want to run your old software.

Anything that runs on the other

Amstrad disc machines can be used with confidence.

If you wish to transfer files from cassette, then you will need to use the utilities on this disc, which are much the same as those for the 464 disc drive.

## Conclusion

Viewed in isolation from other Amstrad computers, the CPC 6128 is a very well-designed and manufactured piece of hardware. Some of the keyboard features may seem retrograde step to current Amstrad users and the extra memory is not particularly useful to Basic programmers. The 6128 is still only a 8-bit machine (a boring Z80 crate, according to one commentator).

But each of these points can be countered - the restyling has resulted in a more attractive machine, the improved CP/M, CP/M Plus, is only possible because of the memory size, and Amstrad must be praised both for the compatibility of their computers and the size of the existing software base.

Which leaves the prices: computer, disc drive and monitor for £399 in colour, £299 for a green screen.

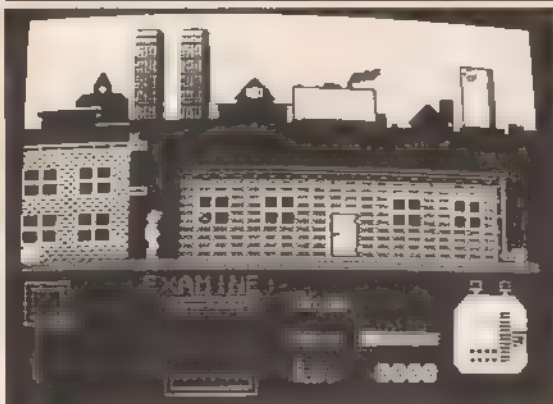
They represent a new step in value-for-money. The green screen version is only £20 more than Commodore's proposed C128 - and that has neither disc nor monitor. As for the BBC B Plus at £499 - no comment.

The 6128 is the most attractive new 8-bit micro so far this year. The only people who may complain will be those who have just bought an Amstrad 664.

## Amstrad CPC 6128 Specification

Processor:	Z80A
Ram:	128K in two 64K switchable banks
Rom:	48K including Locomotive Basic (same version as used by the CPC 664)
Disc (built-in):	Hitachi format 3 inch
Disc operating system:	CP/M version 3.1 (CP/M Plus) and AmDOS plus CP/M version 2.2
Disc software included:	Dr Logo, Graphics System Extension (GSX) <i>Disckit3</i> disc formatter/copier, <i>Pip</i> file copier Choice of colour or monochrome monitor Max 640 x 200 pixels, 20, 40 or 80 columns 3 voice (AY-3-8912 chip)
Monitor:	
Display:	
Sound:	
Connections:	Stereo sound, joystick, cassette, printer, general expansion and additional disc drive ports
Prices:	£399 (with colour monitor) £299 (with monochrome monitor)





## Spirited

**Program** *That's the Spirit* Micro Spectrum 48K Price £7.95 Supplier The Edge, 31 Maiden Lane, Covent Garden, London WC2

In the future all cities won't look like Milton Keynes - they'll look like New York instead. They'll also all be called New York. And spirits will be banned, though thankfully just the ectoplasmic not the alcoholic kind because the game background doesn't make much sense while I'm sober.

Understanding the game itself isn't that easy either. First appearances reveal a pick-things-up-and-find-their-use arcade adventure, but I was stumped until I received a Help sheet.

Once collected you can Examine (ie magnify) objects

and even Connect some of them together to make them work. This is certainly similar to the puzzles that have pleasurably plagued text adventurers, though here there's the added difficulty of actually recognising an artifact from its appearance.

With an operating laser you can start frying the spirits, avoiding contact which will drive you insane. You also need to sleep every so often - tiring work this ghost hunting!

It's a good looking game, in particular in its settings, and there's some nice sound. A multitude of key presses keeps the options open and it's all rather witty - try pressing *Swear* or start up the QL. Whether you call it subtle or merely infuriating will depend on your attitude to the genre.

John Minson



## In motion

**Program** *Ansprite* Micro CPC 484 Price £8.95 Supplier The Electric Studio, PO Box 96, Luton LU3 2JP

This is the first Sprite graphics package I have seen for the Amstrad computers. It seems to be a reasonable utility, although it has some drawbacks that may make some people want to hang on for the release of something more powerful such as *White Lightning*. The good points are that the routine takes up very little memory space, up

to 40 sprites can be defined at once, the maximum size being 32\*48 pixels. The sprites are 'non-destructive' of any information already on screen and you have full control over wraparound, bounce and collision detection. The sprites can be animated in sequence, are smooth and flicker free. The speed of the response is good from Basic as long as you don't have too much happening on screen at once - 40 separate sprites would be ridiculous.

There is also a very-easy-to-use sprite editor which looks like a large copy of those UDG designing grids, but gives you full control over colour palettes, allows

## In ore

**Program** *Nick Faldo Plays the Open* Micro Spectrum 48K Price £9.95 Supplier Argus Press Software, Liberty House, 222 Regent Street, London W1R 7DB

Now the boxers have endorsed sports simulations it's the turn of the golfers and first on to the fairway is Nick Faldo.

I'm not sure how much Nick was concerned with game development but he has provided a booklet on playing the Royal St George's course with its treacherous shifting sea winds.

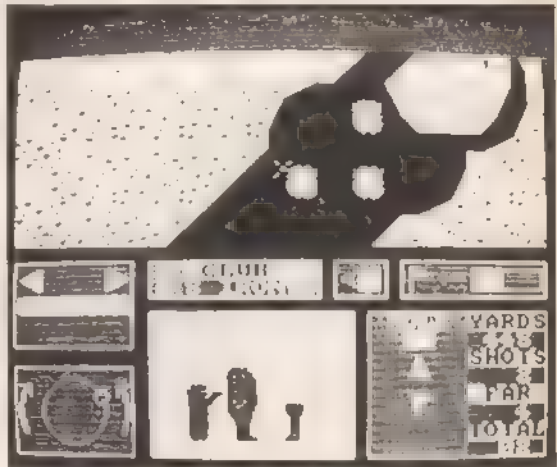
Golf games consist of choosing the correct club and calculating the angle and

the graphics with a scrolling view of the course, flying golf ball, and icon control.

Actually these icons are more than a flash accessory and many people will prefer a moving bar for power to 'Enter 1-100'. Judging the angle was always difficult enough without having to convert  $\square$  to degrees. While taking the shot these can both be fine-tuned. There's also a caddy who informs you if you've chosen the wrong club - useful for non-golfers - and comments, most often sarcastically in my case, on your efforts.

It's all most appealing apart from one near fatal flaw. Without any magnification on the green, putting is extremely difficult and impossible when the ball is near the flag.

Not a hole in one, perhaps,



force of shot. They were among the earliest programs but Argus has dragged them into the present by improving

better than par for the course.

John Minson



scrolling, mirroring and reversing of images and can read the information to and from tape or memory.

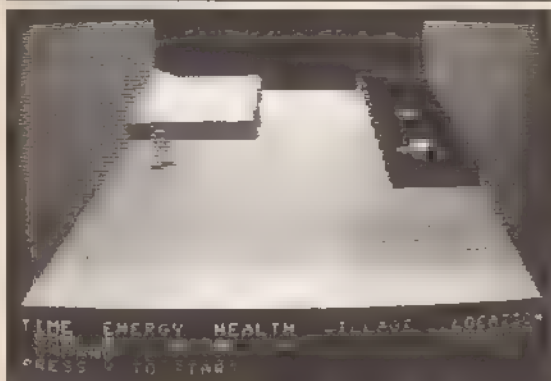
The drawbacks are that you are restricted to working in mode 0, sprites cannot be defined offscreen and moved on, there appears to be no method of relocating the spriter movement code, and control of sprites from Basic is only achieved by poking a series of memory addresses with data. It is a shame no attempt was made to exploit the ability of the machine to add commands to the Basic

itself, making the whole thing more user friendly. Thy manual is a classic example of why documentation shouldn't be written only by those who know exactly how the program works. It took me ages to work out some points, and I'm sure programming beginners could easily be baffled. The company also seem to have shied away from any mention of where they stand on copyright when games are produced using this utility.

Tony Kendle







## Hyde bound

**Program** *Mad Doctor* Micro Commodore ■ **Price** £8.95  
**Supplier** Creative Sparks, Thompson House, 296 Farnborough Road, Farnborough, Hants

**Y**ou know all those classic horror movies where the mad scientist steals bodies intent on building a human being out of spare parts, only to be foiled at the last minute by our hero who saves the village from its dreaded threat?

Haven't you thought like me, that just once, wouldn't it be nice if Christopher Lee turned the tables on Peter Cushing and the monster won?

Here's your chance with a very clever arcade adventure game from Creative Sparks called *Mad Doctor*. You are cast as the evil Dr Blockenspiel, who is intent on carrying out his late uncle's legacy of building the ultimate spare-part human. These ghoulish experiments take place in your castle, which, fortunately for you, overlooks a small sleepy village stocked with many po-

tential victims. Using your joystick, you guide your doctor through six areas of the village ranging from the poor sector, and the village dwellings where the pub is to be found, through to the graveyard and the main centre which houses the hospital, a good place for supplies of needle and thread! The plan is to come upon an unsuspecting villager, bash him or her to death and cart off the body to your lab for a quick once over, select a useful appendage and then bury the remains. Choosing the right victim is important, you don't want your monster running around with a screw loose!

Sooner or later, as a result of your little trips, people become suspicious and chase you as soon as you venture out. Using cunning and strategy, and the odd hidden passage, you can outwit the village and realise your manic ambition, but beware choose the wrong parts and your final creation might just turn against you.

Plenty of locations, good 3-■ graphics. And just when I thought games were getting really wholesome.

Andy Moss

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## Head monitor

**Program** *Assembler* Micro Commodore 64 **Price** £16.95  
**Supplier** McGraw-Hill, Shopenhangers Road, Maidenhead, Berks

**T**his is a sophisticated utility program designed ■ translate

standard assembler mnemonics into machine code.

For the experienced programmer it is an essential tool, although I cannot recommend it for the novice, due to the lack of any detailed instructions in the accompanying manual. It ■ only 14 pages long and assumes that the reader ■ fully conversant with C64 machine-code.

The assembler has a num-

## No aid

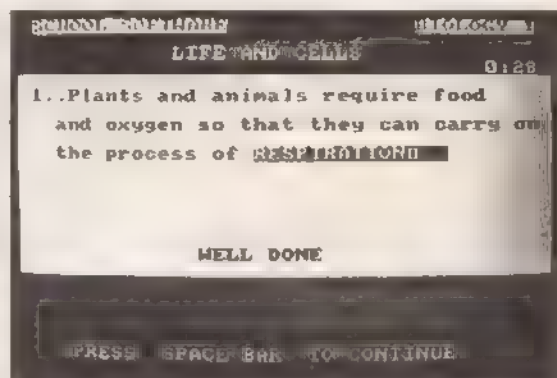
**Program** *Biology 1 O-level* Micro CPC 464 **Price** £7.95  
**Supplier** School Software, Meadowvale, Raheen, Limerick, Ireland

**H**ave you ever wondered why people bother producing programs that simply duplicate the function of a book, but at five times the price?

I suppose that the answer is that using a computer can provide a motivation that a 'boring old book' couldn't do,

"Wrong! The correct answer is SANDY".

In order to get over such infuriating drivel, adventure games programmers have had to learn how to develop some quite sophisticated language parsing routines in just a few K. Isn't it about time that education programmers woke up to the fact that our children deserve something just as good, or better? If nothing else there should be a routine that gives a choice of correct answers, recognises slight misspellings and even corrects them, or searches the response for recognised strings within it. ■



so I won't play too much on the fact that this program consists of only about 100 text questions that any revision aid book worth its salt will improve upon. However, I will take exception to the fact that the thing has been programmed to carefully exploit all the worst points of a computer - most notably its inability to think. Consider this exchange. "Question: what type of soil is very free draining and low in mineral salts?" - my answer is SAND -

may not work all the time but it would be better than nothing.

If you want your children to grow up without the ability to provide imaginative responses to questions, to become obsessed with semantic trivialities or to become so frustrated they never want to see another education program again, then this is the tape for you.

Tony Kendle

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ber of interesting features incorporated in the design to give the programmer an easy life. For example, the source file (assembler Mnemonics) is written in normal Basic lines which means that the Commodore's own powerful text and screen editing system can be used. Also, the unassembled source file can be saved to tape or disc.

Another feature is the ability to run your programs with the assembler still in memory, invaluable when develop-

ing software. The assembler can be directed to store the assembled code anywhere in memory thus utilising all available memory space. Both disassembler and assembler can reside in memory simultaneously.

An excellent utility which I can thoroughly recommend. The disappointment is the lack of detail for the novice machine-code programmer.

Andy Moss

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## Drop dead

**Program** *Hangman VI* Micro Commodore 64 **Price** £7.95 **Supplier** McGraw Hill, Shoppenhangers Road, Maidenhead, Berks SL6 2QL

**Y**es, it's back to that old favourite, *Hangman* – this time, disguised as an educational program for 11-13 year olds.

I'm sure all you intellectuals know how to play *Hangman*, so I won't bore you with the details. Suffice it to say that you only get seven chances to guess the letters before suffering a terrible death on the gallows. There are four levels of play, and the computer holds a bank of 800 words. Plenty to keep you busy, but if

this isn't enough, you can also enter and save your own list of words. And if playing the computer becomes boring, you can always find a friend and give him/her a game just as if you were using a pencil and paper.

*Hangman VI* is certainly a very good program. It's got quite decent graphics and screen layout, and it even plays the odd tune or two. I did manage to crash the program once, though (syntax error line 37667).

The tape has got plenty of options. I only wish I could get the computer to give me a few clues. If you fancy a *Hangman* program and want to learn something as well, you can't really go wrong.

Tom Hussey



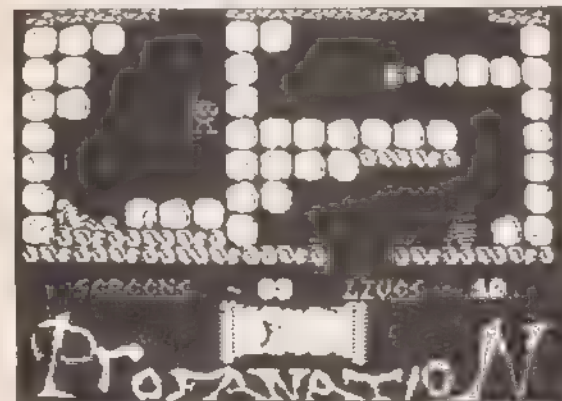
## Pyramid pest

**Program** *Abu Simbel Profanation* Micro Spectrum 48K **Price** £8.95 **Supplier** Gremlin Graphics Software, Alpha House, 10 Carver Street, Sheffield S1 4FS

**P**oor old Johnny Jones (from *Indiana*?) didn't allow for the curses of Ramses II.

[[?]] he retired into his pyramid.

Luckily old Ramses was a forward-looking pharaoh and had equipped his home with teleports and hidden doors triggered by hi-tech hieroglyphics. Unluckily his attitude to pest control was less advanced and the resting place was quickly overrun with everyday pyramid pests like malevolent mummies, sinister spiders and every day sort of nary.



A plague of locusts? Worse! The handsome hero and two-fisted explorer was transformed to resemble nothing more than a grape with two legs! Afraid that this would ruin his love life (would you like to be caught kissing a smiling, winking grape, even when it's as well animated as

This means that once again we're running left and right and jumping to two heights to collect keys and map a path through the game. Basic arcade adventures of this type need some selling point and in this case it's the beautiful, atmospheric backgrounds and the comical hero who re-

## Magical moon

**Program** *Red Moon Micro* Spectrum 48K **Price** £6.95 **Supplier** Level 9 Computing, PO Box 39, Weston-Super-Mare, Avon BS24 9UR

**T**here have been some excellent *Quilled* adventures, but sadly all too often the ease of this utility has led to feelings of déjà vu.

Level 9 uses its own text compression system and, backed up with someone's rich imagination, this has produced a succession of eagerly awaited classics.

From the moment this adventure starts, looking out over a sea of grass, your quest to find the Red Moon Crystal begun, there's a feeling of care with a capital Q for Quality. It's not just the amount of text, nor the optional pictures that head most locations. *Red Moon* is so richly written by David Williamson and Pete Austin that it makes

the term 'interactive novel' seem almost credible. Care has also been taken over the internal logic of the island of Baskalos.

The game is rather more than an exercise in object



gathering and puzzle solving. The *Cast* command allows for magic, though you'll need to find a focus for some spells. Iron prevents magic which is an important factor when choosing what to carry, and you have limited strength for spell casting, none of which makes life easy.

Highly recommended.

John Minson



## Solo

**Program** *Chinese Patience* Micro Spectrum 48K **Price** £1.99 **Supplier** Atlantis, 18 Prebend Street, London N1 8PF

**Y**ou don't have to be oriental to play *Chinese Patience*, a successor to the highly praised *Nines* card game from the Atlantis budget range.

For those unacquainted with this patience variation it's played competitively, the winner being the first player to dispose of all the cards.

You do this by placing cards in ascending sequence by suit on one set of piles, or in descending value in alternate colours on another four piles. Strategy comes in the ability to manipulate the sec-

ond set of piles to open up new runs or, more seductively, to transfer cards to your opponent's stack under certain circumstances. A turn continues until you can no longer discard cards.

If this all sounds complex on paper it soon becomes obvious in play and the subtleties of shifting cards in your best advantage, and your opponent's disadvantage, soon become clear. You can play sequences of games and I was soon hooked on attempting to beat my Spectrum.

Here lies the game's main problem though. The micro plays rather too well and some will find it dispiriting to be thrashed time after time. But it's a very neat implementation at a ludicrously low price.

John Minson



minds me of *Bugaboo*, the Hispanic flea. Coincidentally the *Abu Simbel* title was written for Gremlin by Spanish authors.

Set against the backdrop is the excessively reflex testing timing needed to avoid the nasties. I'd have preferred

strength reduction on contact to instant death for this reason but doubtless one reviewer's impossibility is another player's challenge, and you can't say pharaoh than that.

John Minson



# Pandemonia

Machine code action on the BBC B from the keyboard of Jeffrey Cooke

**I**n this game, you must move your character around the screen using A,Z,X, and J keys, collecting red objects as they scroll past at lightning speed, avoiding the white crosses. Ten must be collected within the time limit of 20 seconds, or you loose a life.

If you do collect ten, you move onto the

next screen (there are 16 in all). On further screens you are pestered by such strange things as wandering fish and stray pixels. Be warned - this one is not easy!

The program is printed in two parts - this week and next, on the BBC page. When run, disc users should first type in

Page = &1100.

If all that code proves to be too daunting, tape copies of the program can be obtained from the author for £2.50. Write to Jeffrey Cooke at 152 Galliagh Park, Londonderry, N. Ireland BT48 8DF.



```

10 REM (C) PANDEMONIA
20 REM JEFFREY COOKE
30 REM DEDICATED TO JACQUELINE
  ENVELOPE 1,5,10,-5,0,1,0,0,12
7,0,0,-3,126,126
  ENVELOPE 2,1,-10,-50,-100,1,1
,1,10,20,-30,50,50,0
60 ENVELOPE 3,1,0,0,-1,1,2,10,25
,-15,-4,-1,126,126
70 ENVELOPE 4,1,4,-4,4,10,20,10,
127,0,0,-5,126,126
80 *FX1225,0
90 !&CFD=&ND1?&CFA=&53: ?&CF9=&B5
: ?&CFA=&76: ?&CFB=&65
100 *FX19
110 PROCdatset (&6000,&7203,250)
120 PROCdatset (&7300,&76F0,5000)
130 PROCdatset (&7700,&79F0,6040)
135 PROCtrans (&6000,&1900,&1200)
140 PROCtrans (&7300,&2E00,&3F0)
145 PROCtrans (&7700,&A00,&2F0)
147 PRINT "READY"
150 CALL L1900
160 DEF PROCdatset (START,FINISH,R
ESET)
170 RESTORE RESET
180 FOR IX=START TO FINISH STEP 1
0
190 READ I$
200 FOR YZ=1 TO 19 STEP 2
210 A$=MID$(I$,YZ,2):AZ=EVAL("&"
A$)
220 BZ=((YZ-1)/2)+IX: ?BZ=AZ
230 NEXT YZ
240 ENDPROC
241 DEF PROCtrans (FX,FX,LX)
242 FOR Y1=0 TO LX
243 AZ=IX+FX: BZ=IX+FX
244 ?BZ=?AZ: NEXT
245 ENDPROC
250 DATA 20A127201D1920361920
260 DATA 6319A5B4F00620581C4C
270 DATA 061920BD194C001960A9
280 DATA 0085BC85BD858E858FA9

```



```

290DATA 0180F50CA900BDF60CA9
300DATA 03858460A900B80A95A
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1010DATA ADF70CF0D9C902F00720
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2640DATA 0C857B0A0E0C857C2071
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```

# Twain meets twain

Use Spectrum screen pictures on your Amstrad with this program by **J Keneally**

**C**reating screen pictures can be very time-consuming even with a good graphics designer. This program allows any Spectrum screen dump to be read into the Amstrad and developed onto the screen in the same colours. There are a wealth of excellent Spectrum screen pictures around which can be used as a starting point for your own Amstrad screens.

Alternatively the program can be used to speed up tile screen loading. Even on fast load, the 16K Amstrad screen takes along time to load. It is much quicker to create the screen on a Spectrum, dump it, and use that instead. It also makes life more difficult for the pirates!

To transfer between the Spectrum and CPC464 screens we must scan through each Spectrum screen pixel, then for each pixel check whether it is on or off, and decode the corresponding colour from the Attribute block. Now encode the colour into CPC464 (Mode 0) format and write the encoded colour to the screen.

The process is slightly complicated by the mis-match of the number of horizontal pixels per line. On the Spectrum there are 256, on the CPC464 (Mode 0) only 160. We must either compress three Spectrum pixels into two on the CPC464 (covering 240 pixels on the Spectrum and losing the other 16), or 'frame out' any 160 pixels on the Spectrum without compression. Both these options are available in the program.

Of course, the Spectrum screen dump must be read into the CPC464 first. This is read into locations 32768 onwards, using a special reader routine. This routine will in fact read in any Spectrum memory dump.

Typing in should be straightforward, though it is easy to make errors when entering the Data statements in Lines 670 onwards. For this reason, each of these lines has a checksum incorporated. If you make a mistake you will get an error message when the program is run.

After running the program, you will be asked to load the Spectrum screen dump, and press a key to start loading it. On completion, you will have a blank screen with the legend:- F, W, I or S shown. These are the command keys as follows:-

**F** = display the Full compressed picture  
**W** display a Window of 160 pixels. You select the window by entering a horizontal offset. A zero value means start from the extreme left of the picture. The code for this has been written mainly in Basic so that you can more easily follow how it works. It therefore runs much slower

than the more complicated code for the 'F' command, which is in machine-code. **I** = change the colour of a particular ink. This allows you to instantaneously alter the colour of all parts painted in that ink. **S** = Save the screen to tape.

## Program Notes

### Variables

|          |                                    |
|----------|------------------------------------|
| ldscreen | address of Spectrum dump loader    |
| attr     | routine to decode Spectrum colours |
| fullsc   | routine to create compressed       |

|               |                                                    |
|---------------|----------------------------------------------------|
| picture       | pixel coords for Spectrum                          |
| xcoord,ycoord | Amstrad display address                            |
| amdad         | Spectrum screen address                            |
| spdad         |                                                    |
| pixel%.       |                                                    |
| paper,nink%.  | pixel on/off, paper, and ink colours from Spectrum |

|          |                                         |
|----------|-----------------------------------------|
| Line No  |                                         |
| 80-180   | Initialisation                          |
| 170      | Load Spectrum dump                      |
| 180-210  | Set ink colours                         |
| 220-269  | Select command                          |
| 270-320  | Dump Amstrad screen                     |
| 330-350  | Change ink colour                       |
| 360-370  | Do compressed picture                   |
| 380-490  | Do 'framed' picture                     |
| 500-660  | Routine to create machine-code routines |
| 670-840  | Code for Spectrum dump loader           |
| 850-1100 | Code for transfers.                     |

■ REM Screen transfer utility, Spectrum to CPC464

90 REM Copyright J. Keneally

100 BORDER 0:MEMORY 18000:CALL 600F

F:CALL 6BB4E:REM reset screen

110 ldscreen=39755:attr=40003:fullsc=89CE3

120 xcoord=40000:ycoord=40002:REM x

& y for code routines.

130 GOSUB 500: REM Load code

140 andad=8C000:spdad=32768:REM CPC

464 and Spectrum screen addresses.

150 INK 1,13:INK 0,1:PAPER 0:PEN 1:

CLS:PRINT"Load SPECTRUM screen dump

, press a key"

160 IF INKEY="" THEN 160

170 CALL ldscreen,spdad

180 ■ ERROR GOTO 1110:MODE 0:WINDOW

# 1,1,20,25,25:PEN01,7:PAPER01,0

190 RESTORE 200:FOR iZ=0 TO 15:READ

jZ:INK iZ,jZ:NEXT:REM Set up inks

0 to 15

200 DATA 0,1,9,10,3,4,12,13,0,2,18,

20,6,8,24,26

210 PRINT"1,"F,W,I, or S":REM Reini

nd user of commands.

220 a\$=INKEY\$:IF a\$="" THEN 220

230 a\$=UPPER\$(a\$):IF a\$="F" THEN 36

0

240 IF a\$="W" THEN 380

250 IF a\$="I" THEN 330

260 IF a\$="S" THEN 220

270 REM \*\*\*Screen Save Sequence\*\*\*

280 CLS01:PRINT"1,Load tape, hit k

ey";

290 IF INKEY\$="" THEN 290

300 IF INKEY\$="" THEN 300

310 CLS01:PRINT"1,Saving...";

320 SAVE"pict",b,amdad,16384:CLS01

:GOTO 210

330 REM \*\*\*\*\* Change inks sequent+0

\*\*\*

340 CLS01:INPUT"1,"Ink no. ";ninkZ:

CLS01

350 INPUT"1,"Colour no. ";icolZ:CLS01

1:INK ninkZ,icolZ:GOTO 210

360 REM \*\*\*\*\*Compress Spectrum onto

CPC464\*\*\*\*

370 CALL fullsc:GOTO 220:REM All ■

ne in machine-code

380 REM \*\*\*\*\*Frame out part of Spec

trum screen\*\*\*\*

390 CLS01:INPUT"1,"Offset? 0-96":of

fset:screenbase=amdad:screenadr=scr

eenbase:CLS01

400 IF (offset<0) ■ (offset>96) TH

EN 390

410 FOR yZ=191 TO 0 STEP -1:POKE xc

oord,offset:POKE ycoord,yZ

420 FOR xZ=offset TO offset+159 STE

P 2

430 IF INKEY\$="" THEN ERROR 17: RE

M 17 SPACE pressed, abort

440 papZ=0:ninkZ=0:pixelZ=0:CALL at

tr, pixelZ, epapZ, eninkZ, icolZ: papZ=I

f pixelZ<>0 THEN colZ=ninkZ

450 CALL attr, epixelZ, epapZ, eninkZ:

colZ=papZ:IF pixelZ<>0 THEN colZ=

ninkZ

460 POKE screenadr,2\*colZ+colZ:scr

eenadr=screenadr+1:NEXT

470 IF (yZ MOD 8)=0 THEN screenbase

=screenbase+80:screenadr=screenbase

:GOTO 490

480 screenadr=screenadr+2048-80

490 NEXT:CLS01:GOTO 210

500 REM Load machine-code segments.

510 REM First the code to read SPEC

TRUM

520 REM format dumps into the CPC46

4.



```

530 REM This is used by doing:-
540 REM CALL 39755,address (where a
address
550 REM is the required load address)
560 REM See for example Basic line
20
570 REM ANY Spectrum code dump can
be read,
580 REM not just screen dumps.
590 RESTORE 670:address=39750:GOSUB
620
600 REM Now the code for decoding the
Spectrum screen
610 RESTORE 650:address=40000:GOSUB
620:RETURN
620 REM Load code with checks
630 code=0:checksum=0
640 WHILE code=0:READ code:POKE address,ABS(code):address=address+1:checksum=checksum+code: Wend
650 IF code=-2 THEN READ check:ln=IF check<>checksum THEN CLG:PRINT "Error in line ";ln:STOP: ELSE address=address-1:GOTO 630
660 RETURN
670 DATA 0,0,0,0,0,-2,-2,1500
680 DATA 205,110,188,243,221,126,0,50,70,155,221,126,1,50,-2,1764,1510
690 DATA 71,155,217,197,1,0,245,217,8,245,8,62,0,50,74,155,-2,1703,1520
700 DATA 221,42,70,155,17,17,0,62,0,205,154,155,48,28,221,42,-2,1435,1530
710 DATA 70,155,221,94,11,221,86,12,62,255,205,154,155,48,11,8,241,-2,2007,1540
720 DATA 8,217,193,217,205,113,188,251,201,62,1,50,74,155,24,238,20,8,21,-2,2244,1550

```

```

730 DATA 62,0,31,31,230,32,79,191,0,205,33,156,48,250,33,21,-2,1400,1560
740 DATA 4,16,254,43,124,181,32,249,205,29,156,48,235,6,142,-2,1722,1570
750 DATA 205,29,156,48,228,62,190,184,48,224,36,32,241,6,194,-2,1881,1580
760 DATA 205,33,156,48,213,120,254,206,48,244,205,33,156,208,-2,2127,1590
770 DATA 121,230,253,79,38,0,6,165,24,31,8,32,7,0,0,221,117,-2,1332,1600
780 DATA 0,24,15,203,17,173,192,121,31,79,19,24,7,221,126,0,173,-2,1423,1610
790 DATA 192,221,55,27,8,6,167,46,1,205,29,156,208,62,196,184,-2,1741,1620
800 DATA 203,21,6,165,210,4,156,124,173,103,122,179,32,202,-2,1698,1630
810 DATA 124,254,1,201,205,33,156,208,62,25,61,32,253,167,-2,1780,1640
820 DATA 4,200,217,237,120,217,31,31,169,230,32,40,243,121,47,-2,1937,1650
830 DATA 79,230,7,246,8,55,201,-2,824,1660
840 DATA -1
850 REM Code for screen transfer.
860 DATA 0,0,0,58,66,156,71,62,191,144,230,248,-2,1224,1802
870 DATA 111,38,0,84,41,41,58,64,156,60,50,64,-2,765,1804
880 DATA 156,61,31,31,31,230,31,95,25,17,0,152,-2,858,1806
890 DATA 25,126,230,7,79,126,31,31,31,230,7,71,-2,992,1808

```

```

900 DATA 203,118,40,8,62,8,129,79,62,8,128,71,-2,914,1810
910 DATA 121,205,203,156,120,221,35,221,35,205,203,156,-2,1879,1812
920 DATA 33,66,156,62,191,150,79,230,7,87,121,31,-2,1211,1814
930 DATA 31,31,230,31,71,230,24,130,87,120,230,7,-2,1220,1816
940 DATA 23,23,23,23,95,43,43,126,61,71,31,-2,583,1818
950 DATA 31,31,230,31,131,95,120,230,7,60,71,33,-2,1068,1820
960 DATA 0,126,25,126,23,5,32,252,62,0,143,221,-2,1015,1822
970 DATA 110,2,221,102,3,119,201,14,0,30,4,31,-2,835,1824
980 DATA 203,17,167,203,17,29,32,247,167,203,25,221,-2,1529,1826
990 DATA 110,0,221,102,1,113,201,33,0,192,93,84,-2,1148,1828
1000 DATA 62,191,50,66,156,175,50,64,156,221,33,58,-2,1280,1830
1010 DATA 157,229,213,205,67,156,205,68,157,135,221,119,-2,1930,1832
1020 DATA 6,205,67,156,205,68,157,221,134,6,33,64,-2,1320,1834
1030 DATA 156,52,209,225,18,19,58,64,156,254,238,56,-2,1503,1836
1040 DATA 216,58,66,156,230,7,40,18,235,1,176,7,-2,1208,1838
1050 DATA 9,235,1,66,156,10,214,1,2210,237,156,-2,1295,1840
1060 DATA 251,201,1,80,0,9,93,84,24,236,65,157,-2,1199,1842
1070 DATA 66,157,67,157,0,0,0,0,221,33,65,157,-2,921,1844
1080 DATA 221,78,0,221,70,1,221,126,2,167,40,1,-2,1146,1846
1090 DATA 65,120,221,33,58,157,201,-2,853,1848
1100 DATA -1,0,0
1110 RESUME 210

```



British Telecommunications plc

## Joining up the dots

Part One of a general purpose plotting routine  
by John Cochrane

When I am wearing my technical consultant's hat I often have to deal with collections of numbers of one sort or another. Staring at a jumble of numbers on a piece of paper is a mind-dulling experience and I will usually want to plot the whole lot out onto a sheet of graph paper as quickly as possible in order to begin to make sense of the data. This is where the QL should start making itself useful by quickly plotting my data for me. *Easel* is, unfortunately from my point of view, intended primarily for plotting financial data and

falls down rather badly when it comes to dealing with most other forms of data. The following program will fit a least-squares curve to a set of data and, after automatically scaling the graph, will plot out the data points and the curve.

In fact I have a number of versions of the program running on different machines and providing different facilities. The program has been written with this flexibility in mind and I have thus kept the thing as general as possible. As presented below, the program will plot up to three sets of data on a single graph.

presented below, the program will plot up to three sets of data on a single graph. A least-squares polynomial of order one to four can be fitted to each data set, or straight lines can be used to "join the dots". Up to 20 data points can be included in each data set. This number can readily be increased but the screen display can get crowded and the program takes longer to run. All the data is set up in *Data statements*, although here again modification to allow keyboard input would be quite simple. Another not quite so simple extension which I have working in one version is to get the thing to plot several separate graphs on the screen at one time, but the screen resolution means that the graph annotation has to be simplified if the graph size is reduced too far. Program notes and the rest of the listing next week.

```

100 REMARK ***** PLOT *****
110 REMARK This program plots up to 3 lines.
120 REMARK Up to 20 points per line.
130 REMARK Scaling and curve-fitting is automatic.
140 REMARK *****
150 START_UP
160 READ_DATA
170 FIND_SCALE
180 DRAW_GRAPH
190 FOR n_line=1 TO number_of_lines
200   FIND_FIT
210   PLOT_DATA
220   PRINT_KEY
230 END FOR n_line
240 WINDOW #1,477,12,23,12:BORDER #1,1,7
250 WINDOW #1,460,12,30,242:BORDER #1,1,2
260 WAIT%=INKEY$(1)
270 WINDOW #1,477,244,23,12:CLS #1
280 WINDOW #1,477,212,23,12:BORDER #1,1,7:CLS #1
290 STOP
300 :
310 DEFINE PROCEDURE START_UP
320   REMARK Dimension variables, etc.
330   DIM z(3,20),y(3,20),A(20,20),B(19)
340   DIM data_points(3),key$(3,12),line_type(3)
350   MODE 512
360   WINDOW #1,512,256,0,0:BORDER #1,100,0:CLS #1
370   WINDOW #1,477,244,23,12:BORDER #1,1,7
380   INK #1,7:PAPER #1,0:CLS #1
390   AT 8,30:PRINT #1,"THINKING....."
400   SCALE #1,242,-30,-36
410   x_axis_length=305:y_axis_length=185
420   tick_x=1.5:tick_y=2
430 END DEFINE START_UP
440 :
450 DEFINE PROCEDURE READ_DATA
460   REMARK Read in the plot data.
470   RESTORE
480   READ titles$
490   READ x_titles$,y_titles$
500   READ number_of_lines
510   FOR n_line=1 TO number_of_lines
520     READ key$(n_line)
530     READ line_type(n_line)
540     READ data_points(n_line)
550     FOR n_data=1 TO data_points(n_line)
560       READ x(n_line,n_data),y(n_line,n_data)
570     END FOR n_data
580   END FOR n_line
590 END DEFINE READ_DATA
600 :
610 REMARK DATA
620 :
630 REMARK MAIN TITLE
640 DATA "Test Graph; 3-Line Plot."
650 REMARK AXIS TITLES
660 DATA "X Axis title","Y Axis title"
670 REMARK NUMBER OF LINES ■ PLOT
680 DATA 3
690 REMARK DATA FOR 1ST LINE
700 REMARK KEY-COMMENT
710 DATA "Cubic-Fit"
720 REMARK TYPE OF LINE-FIT
730 DATA 3
740 REMARK NO OF DATA POINTS
750 DATA 15
760 REMARK DATA POINTS FOR LINE 1 (X,Y)
770 DATA -60,-10,-35,-8,-2,-5,3,-4,6,-1,10,3,12,1,20,10
780 DATA 28,18,32,22,51,38,60,49,67,60,92,70,115,45
790 REMARK OTHER DATA SETS
800 DATA "Linear-Fit",1,5
810 DATA -50,-10,12,0,28,3,110,30,110,25
820 DATA "Join-Dots",6,4
830 DATA 70,-10,75,-5,80,-10,90,-10
840 :
850 DEFINE PROCEDURE FIND_FIT
860   REMARK Fit a curve to the data.
870   type_of_line=line_type(n_line)
880   SELECT ON type_of_line
890     =1 TO 4
900     REMARK ----- LEAST-SQUARES FIT -----
910     FOR K=1 TO 6:B(K)=0
920     REMARK Simultaneous eqns.....
930     order_plus_one=type_of_line+1
940     IF order_plus_one>data_points(n_line) THEN

```



```

950  order_plus_one=data_points(n_line)
960  END IF
970  FOR L=1 TO order_plus_one
980    FOR M=1 TO order_plus_one
990      sum_1=0:sum_2=0
1000     FOR K=1 TO data_points(n_line)
1010       sum_1=sum_1+x(n_line,K)^(L+M-2)
1020       sum_2=sum_2+y(n_line,K)*x(n_line,K)^(L-1)
1030     END FOR K
1040     A(L,M)=sum_1
1050     A(L,order_plus_one+1)=sum_2
1060   END FOR M
1070 END FOR L
1080 REMark Solve system of eqns.....
1090 rows=order_plus_one:cols=order_plus_one+1
1100 FOR K=1 TO rows
1110   pivot=A(K,K):K_or_L=K
1120   FOR L=K+1 TO rows
1130     IF ABS(A(L,K))>ABS(pivot) THEN
1140       pivot=A(L,K):K_or_L=L
1150     END IF
1160   END FOR L
1170   IF K_or_L<K THEN
1180     FOR L=1 TO cols
1190       temp_1=A(K,L)
1200       A(K,L)=A(K_or_L,L)
1210       A(K_or_L,L)=temp_1
1220     END FOR L
1230   END IF
1240 END FOR K
1250 FOR L=2 TO cols
1260   A(1,L)=A(1,L)/A(1,1)
1270 END FOR L
1280 FOR L=2 TO rows
1290   FOR K=L TO rows
1300     sum_1=0
1310     FOR M=1 TO L-1
1320       sum_1=sum_1+A(K,M)*A(M,L)
1330     END FOR M
1340     A(K,L)=A(K,L)-sum_1
1350   END FOR K
1360   FOR K=L+1 TO cols
1370     sum_1=0
1380     FOR M=1 TO L-1
1390       sum_1=sum_1+A(L,M)*A(M,K)
1400     END FOR M
1410     A(L,K)=A(L,K)-sum_1/A(L,L)
1420   END FOR K
1430 ** END FOR L
1440 B(rows)=A(rows,cols)
1450 FOR L=1 TO rows-1
1460   temp_1=rows-L:sum_1=0
1470   FOR K=temp_1+1 TO rows
1480     sum_1=sum_1+A(temp_1,K)*B(K)
1490   END FOR K
1500   B(temp_1)=A(temp_1,cols)-sum_1
1510 END FOR L
1520 =5
1530 REMark ----- JOIN THE DOTS ETC -----
1540 END SELECT
1550 END DEFINE FIND F11
1560 :
1570 Define PROCEDURE FIND SCALE
1580 REMark Sort data, find max., min., then scale.
1590 x_min=x(1,1):y_min=y(1,1):x_max=x_min:y_max=y_min
1600 FOR n_line=1 TO number_of_lines
1610   FOR N=1 TO data_points(n_line)-1
1620     temp_1=0
1630     FOR K=1 TO data_points(n_line)-1
1640       IF x(n_line,K)>x(n_line,K+1) THEN
1650         temp_1=1
1660         temp_2=x(n_line,K)
1670         x(n_line,K)=x(n_line,K+1)
1680         x(n_line,K+1)=temp_2
1690         temp_2=y(n_line,K)
1700         y(n_line,K)=y(n_line,K+1)
1710         y(n_line,K+1)=temp_2
1720       END IF

```







# A gentleman's excuse me

Interrupt driven music on the 64 from the keyboard  
of Gareth Thomas

**A**lthough the 64 has a powerful graphics and sound capabilities that are renowned throughout the computing world, to achieve a mixture of both these mediums in Basic is a slow and difficult process. This is where Machine Code comes in to help, in this case with the sound.

If you've ever wanted to play a little tune while juggling with your sprites and hires graphics (well nigh impossible in Basic) now's your chance. With this routine in operation you can play any tune you decide while your basic program can be left to do other things.

The program makes use of the Hardware Interrupt. This takes place every 80th of a second, during which time the processor drops what it's doing and jumps to a routine pointed to by the Interrupt ReQuest vector (IRQ) at \$0314 & \$0318 when it scans the keyboard, flashes the cursor, updates the system clock, etc. All this of course goes on unnoticed since it happens in a fraction of a second.

All my routine does is to alter the IRQ vector to point to my routine which is then executed before the process continues as normal.

## Program Notes

There are a number of memory locations which are used by the routine.

251 (low byte), 252 (high byte) - pointer-start of music.

253 (low byte), 254 (high byte) - pointer-repeat music.

828 - countdown to next note

829 - waveform (Poke without gate set, ie pulse = 64 not 85)

830 - Flag - play music

831 - Flag - repeat music

As you can see 251,252 point to the start of the music. The music will be played from this address onwards until a value of 0 is encountered for duration, when unless the repeat flag is set, play will stop. If the repeat flag is set play will continue from the address pointed to in 253,254.

The data to be Poked for the music must be in the form: Hi,Lo,Duration,Hi,Lo,Duration etc... The values for Hi and Lo can be found in the manual page 161. The duration is in 60ths of a second (ie, to play a note for one second the duration must be 60), the maximum duration being 255 which is 4 1/2 seconds. Rests can be achieved by setting Hi and Lo both to 0 and then the duration to the length of the rest.

The parameters controlling the sound, such as the ADSR and waveform, can be changed at any time even when the routine is running without crashing the computer.

Finally the IRQ driver also disables the Run/Stop/Restore keys which if pressed would reset the IRQ which would stop the music. To

set this to normal type Sys 51859, but if Poke 830,0 is typed the keys will still be disabled and only the music will stop.

```
0 REM INTERRUPT DRIVEN MUSIC ROUTINE
1 REM FOR P.C.W
2 REM (C) BY GARETH THOMAS 1985
10 FORT=832T0885:READA:POKET,█:NEXT
11 R=51858:T=0
12 R=R+1:READA:IFA=-1THEN14
13 POKER,A:T=T+A:GOTO12
14 IFTC>17654THENPRINT"DATA ERROR":STOP
15 :
16 SYS 51882:REM INITIALISE IRQ DRIVER
17 :
20 SD=54272:REM ADDRESS OF SID
25 FOR CL=SDTOSD+24:POKE CL,0:NEXT:REM CLEAR SID
30 POKE SD+5,45:REM ATTACK/DECAY
40 POKE SD+6,69:REM SUSTAIN/RELEASE
45 POKE SD+2,255:REM PULSE WIDTH
50 POKE SD+24,15:REM VOLUME
55 :
60 REM SET MAIN & REPEAT POINTERS
70 POKE 251,64:POKE 252,3
80 POKE 253,64:POKE 254,3
90 :
100 REM PULSE WAVEFORM
110 POKE 829,64
120 :
130 REM SET FOR PLAY AND REPEAT
140 POKE 830,1:POKE831,1
150 :
160 REM NOTE DATA
170 :
1000 DATA 25,177,30,28,214,30
1010 DATA 25,177,30,25,177,30
1020 DATA 25,177,15,28,214,15
1030 DATA 32,94,90,25,177,30
1040 DATA 28,214,30,19,63,30
1050 DATA 19,63,30,19,63,30
1060 DATA 21,154,7,24,63,7
1070 DATA 25,177,30,24,63,15
1080 DATA 19,63,60,0,0,0
2000 :
2010 REM M/C DATA
2020 :
2030 DATA 120, 169, 71, 141, 24, 3, 169, 254, 141,
25, 3
2040 DATA 169, 49, 141, 20, 3, 169, 234, 141, 21, 3
2050 DATA 88, 96, 120, 169, 193, 141, 24, 3, 169, 202
2060 DATA 141, 25, 3, 169, 206, 141, 20, 3, 169, 202
2070 DATA 141, 21, 3, 88, 96, 72, 138, 72, 152, 72
2080 DATA 169, 127, 141, 13, 221, 76, 114, 254,
173, 62
2090 DATA 3, 240, 8, 173, 60, 3, 240, 6, 206, 60
2100 DATA 3, 76, 49, 234, 173, 61, 3, 141, 4, 212
2110 DATA 160, 0, 177, 251, 141, 1, 212, 32, 33, 206
2120 DATA 177, 251, 141, 0, 212, 32, 33, 203, 177, 251
2130 DATA 240, 17, 141, 60, 3, 32, 33, 203, 173, 61
2140 DATA 3, 105, 1, 141, 4, 212, 76, 49, 234, 173
2150 DATA 63, 3, 141, 62, 3, 206, 3, 76, 49, 234
2160 DATA 165, 253, 133, 251, 165, 254, 133, 252,
76, 49
2170 DATA 234, 230, 251, 165, 251, 206, 2, 230, 252,
96, -1
```

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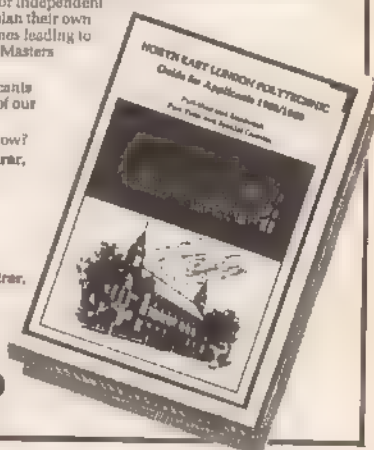
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David Lawrence & Mark England

You don't have to have a wet towel wrapped round your head and a bottle of aspirin at your side to learn to program your Commodore 64 in machine code — there is an alternative method. By concentrating on simple concepts, and by explaining every step carefully, with plenty of examples, David Lawrence and Mark England show you to you their book **Beginning Machine Code on the Commodore 64**.

Although it can be difficult to become fully proficient in machine code programming, each instruction, in itself, is relatively simple to understand. The authors are careful to bring out this in their approach, showing clearly and carefully what each instruction does and how it is used. Then, when you feel more confident as a machine code programmer, you can begin to construct more and more adventurous routines from a collection of the simple individual instructions.

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**P**ositively the last helping of code this week. Once again, use the Hexloader published in Vol 4 No 31 - to enter the hex dump.

Save the whole of Part Two as, Save "part two" Code 5904,5484, after Part One. Once verified, both can be loaded back into your Spectrum, and run using

Print Usr 62777.

You can now work through each of the instructions checking each one of them functions correctly. If any problems occur, check your code using the Hexdump program (with Goto 10).

Should all the typing be more than you can stand, tape copies can be obtained from me for £3.00. Write to 82 Lays Drive, Keynham, Bristol BS18 2LE.

Keep your eyes peeled for a comprehensive demo program in Vol 4 No 38.

```

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## Wally mania

**C**an I please ask for no more solutions to *Pyjamarama*, or *Sorcery* - the former was printed in entirety ages ago, and the latter we are not going to print because of the games wizard competition. I Grainger of 33 Wellfield Road, Wingate, Co Durham TS28 5LA has finished the latter with 98,000 and kindly offers help to anyone who sends him/her a large SAE. He/she has also scored 12550 on level 11 of *Blogger* and 91,840 on *Roland in the Caves* after escaping four times. We are also given this tip for *Steve Davis Snooker*: "When there is only the black ball left on the table abort the game. You should get a higher break than Steve (my real high break is 34 points)."

## On the edge

Here's a letter that I have been very slow in printing from George White of Bury, concerning help for *The Edge's Quo Vadis* for the C64. "The original question was how to deal with the 'snakes' and the 'heads' or 'faces' and before I could answer I would have to know which ones!"

"Some reports have it that you should shoot everything on the way down, to make the return trip easier, but because of 'one-way' traps you aren't coming back the same way. If an energy chest is in the room it may pay to clear the monsters, but the one-way system even stops you getting to some of the chests and to get to them again you have to return at a different level."

"Shooting nasties is comparatively easy firing from left to right - if you do it the other way you have to jump more to get out of the way. Firing up and down into chambers is hardest (I find it best to outrun them if possible)."

"I won't give away the posi-

tion of the riddles as that would remove most of the adventure part, but here they are: *A thousand added to everything loses fifty; losing the Dutch one, Royalty appears before me; Touro's force using only a knife, to eat an AI solution; binary indecisions between silent beginnings and quiet terminations (a cruel one this as you kill yourself getting it); be sweet and be quick to go backward.*

## Money's worth

"I would point out that there are two rooms I have not got into, but I have found the sceptre and my high score is 528,000."

Sounds like you got your money's worth out of that game, George. He very kindly says that if anyone sends him an SAE and 20p to cover photocopying costs, he will send a copy of a map of the game. Write to him at 44 Tenterden St., Bury, Lancs.

Once the game is finished and you get back the rope, you get the last riddle: "When you think you are there, you really are not, you will have to return, for what you leave forgot". George would like help with this riddle and Phil Walker of Skelmersdale writes that the message means you must press *Return* and it simply goes back to the title page.

Phil's goes on to say "My best buys for the Commodore are 1) *Quo Vadis* 2) *Raid over Moscow* 3) *Eureka* 4) *World series baseball* 5) *GoGo the Ghost*. My five worst re 1) *Arcadia* 64 2) *The Great Space Race* 3) *Gateway to*

*Apshai* 4) *Stellar Wars* 5) *Gilligan's Gold*. If anyone would like help with any of the games above, I'm at Skelmersdale 22938."

Mike Williams of Guisborough in Cleveland has sent in a superb letter full of pokes and tips for the Spectrum. Let's begin with the complete solution to *Everyone's A Wally*. "Get monkey nut to get into zoo. Dick takes plunger and monkey wrench to mend fountain. Gasmask to get in cave. Wilma takes rubber stamp and parcel to get stamped at post office."

"Fill bucket by walking past fountain. Wally takes full bucket and sand to get cement. Walk past wall with cement and trowel and wall will be built. When you are in the cave and want to get out without being savaged by the shark, wait until another character enters the sewer and do a character swap."

"Wilma has to take books 1, 2, and 3 back to the library to receive jump leads, busen burner and letters B respectively. Kill a certain amount of aliens to lead electricity pylon nasties astray."



**Everyone's a Wally**  
Tom can get the flat car battery from the fork lift truck. Harry must walk over the blown fuse in the butchers with the pliers and fusewire and it will become rewired.

"Harry - take a good insulator and screwdriver to mend pylon. This sends power to the battery in BP. Harry takes the flat battery and jump leads to BP to recharge it."

Tom - put recharged battery back in truck. Wally go from truck on to wall to get letter K. Tom - oil can moves trolley in supermarket (it doesn't have to be full). Harry - jump on trolley and then freezer for letter A. Wally - get superglue and hook will be fixed. Put the hook back in the docks. Wilma swap stamped parcel with the letter E. Dick - gas pipe and chewing gum: drop the pipe on workbench and get the patch with the chewing gum. Walk under the leaking pipe and it will mend. Replace the pipe in the pipe in the cave."

Phew! What a marathon that was.

## Free Monty

Mike has also given some diagrammatic tips for *Monty is Innocent*, which we can't easily reproduce here - so I will explain them. On the screen with all the keys number them 1 to 8, working from left to right and top to bottom. These keys then open these doors. On the screen with a long ladder on the left, and a short one on the right, the door on the left is key 1, the door on the right is key 5. On the adjacent screen with one long ladder on the right the door is key 2. On the long corridor screen, the doors on the left from front to back are 8, 7, 6. On the right from front to back, 4, 3.

**Tony Kendle**

## We are searching for the top UK computer games player - the best there is!

The very best of Britain's game players will get to fight it out on a number of top secret new games - scheduled for release in the autumn.

### Here's how it works

Study the table below and look at the columns for the machine you have - these are the games you'll need to master. Send your high scores in on the form below, making sure that your scores are authenticated by a responsible individual signing the form. Any score achieved using technical short-cuts - such as infinite lives Pokes - will not be accepted.

Between now and September Tony Kendle will be keeping you up to date in the *Arcade Avenue* page with just who has the scores to beat. Then, in September, the top three scorers on each machine will battle it out for a place in the final and the chance to be the first to play our 'top secret' games.

|        | Commodore        | BBC         | Spectrum         | Amstrad     |
|--------|------------------|-------------|------------------|-------------|
| Game 1 | Snatch Express   | Elite       | Technician's Fed | Saltary     |
| Game 2 | Beach Head       | Jet Pac     | 30 Star Strike   | Splat!      |
| Game 3 | Shoot the Rapids | Chuckie Egg | Cyclone          | Manic Miner |

### Game Wizard Entry Form

Micro .....

Game 1 score: .....

Game 2 score: .....

Game 3 score: .....

Name .....

Address .....

.....

.....

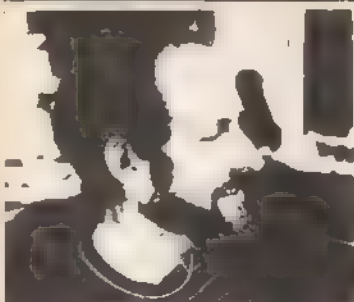
Your signature .....

Witness's signature .....

.....







## Earth-shattering

**T**he release of a new Level 9 adventure is, as we so rightly say, an earth-shattering experience (well a flag-day, anyway, for all aspiring adventurers!). *Red Moon* is no exception - in fact, I'm prepared to say that this is the most enjoyable of the Level 9 series since *Dungeon Adventure*. The new adventure is available on the Spectrum, Commodore 64, BBC and Amstrad.

You'll know by now that the game involves magic. The story goes that for aeons of time, the Moon glowed as bright as the sun, the colour of Magic. Its power bathed the Earth, and spells were widely and easily used. After constant battles with its rival, the Sun, the Moon eventually dwindled to what we know today, a pale shadow of its former glory. The magicians gathered to find a solution, and thus was the Red Moon Crystal made, a thousand-fold weaker than the original moon, but enough to keep an oasis of magic alive in the Moon Tower of Baskalos. Then the Moon Crystal was stolen. It is your task to recover the crystal.

Pretty standard stuff, but Level 9 have fashioned an extremely accessible adventure while retaining their customary verve and style. All the usual conventions are recognised, with the addition of magic spells which can be used by the player. Unlike other adventures which require lengthy processes in order to gain the experience required to wield spells, *Red Moon* provides each spell with a 'focus' object - find the Dulcimer, for example, and you can immediately use the *Escape* spell. This is particularly useful, allowing the player to jump right

back to the starting location and back again (thus easily storing treasures and so on); of course, without the Dulcimer, you're stymied. Other useful spells include the *Snoop* spell, which allows you to look into an adjoining room (to check for monsters), the *Shield*, which wards off attacks for a while, and *Zap* which of course attacks an enemy magically. One of the most useful is *Find*, which locates a given subject - simply by typing in the standard sort of treasure such as Rings, helmets and so on will give you an awful lot of information, not only on whether particular objects are present in the adventure, but also where they are, and the corollary of this is that you will find locations that you haven't yet stumbled across.

These spells are really useful and ensure that a lot of thought has to be given to the correct order in which tasks are undertaken. An ambitious detail of spell-casting, however, namely that spells can't be cast when in the presence of iron, occasionally comes adrift. For example, *Save* and *Restore* for some reason are spells, and so, if you are carrying the Horseshoe, you can't *Save* your position.

How many locations? The cassette in-

description of a very early location contained no less than two spelling mistakes - unforgivable in a full-price adventure!

No sooner had I got fairly well into *Red Moon* (and let me tell you that this is a very addictive game, being very easily mapped - until the player can no longer juggle all the objects and has to stop to work out the problems - and very atmospheric), than a list of hints came through from Mr M Kerr ■ Newcastle. Refer to the list of words ■ the end of The Corner:

To Drain The Lake; 9, 17, 30, 12, 19, 17  
To Get Through The Tiny Door; 23, 2  
To Get Past The Watchdog; 8, 21, 30, 36  
To Get The Sword From The Forge; 3, 38  
To Swim Underwater; 3, 31, 13, 16, 35, 1  
To Get Into The Metal Room; 3, 18  
To Be Safe On The Precarious Platform; 13, 10

Mr Kerr also needs help in opening the safe, getting the Iron Coins and also wonders what to do with the grid in the Metal Room. You need to Dial Safe, but I can't help you with the other questions. If you know better, write to him ■ 27 Eddington Grove, Chapel House Estate, Newcastle upon Tyne NES 1JG.

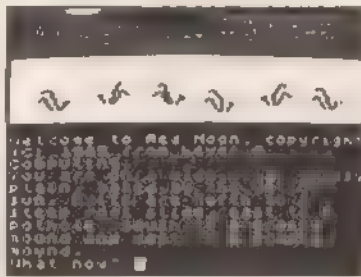
## Quicksand

Mr Kerr also offers help in *Mordon's Quest*, which is from Melbourne House. I haven't seen this one myself, but I can pass on his help to others, hoping that it all makes some sense:

To Cross The Quicksand; 5, 29, 34  
To Get Past The Pigmy; 9, 32, 7, 14, 33, 6, 39, 33, 15, ■  
To Get Past Carnivorous Plant; 9, 24, 20  
Who is King Of The Jungle; 37  
To Cross The Waterfall; 26, 37, 30, 11, 4, 28

Time for *Subsunk* from Firebird. Paul and Glenn Gilney would like to know where is the battery for the vacuum, where is the acid, and also how do you get the pills from the bottle without them getting lost on the floor. They would also like any clues for *Eye of Bain*, in particular, how to pass the Beast down the Well. Here, you'll need the Ruby - then type Say Fire. Now, Enter Hole and progress from there. They have completed *Colditz* and *Valkyrie 17*, both with a little help from their dad ('are we the youngest at 13 and 10? I haven't the faintest idea, ladst!). If you need help in those (as well as the venerable *Hobbit*, or can help them in *Subsunk*, write to them at: 9, The Hollies, Woodburn, Carrickfergus, Co Antrim, Northern Ireland.

1 FLASK 2 MUSHROOM 3 WEAR 4 GO 5 DROP 6 MAKE 7 BERRIES 8 PUT 9 USE 10 BRACERS 11 TEMPLE 12 HOLE 13 CARRY 14 THORNS ■ KILL 16 TUBING 17 HANDLE 18 BOOTS 19 TURN 20 BODY 21 PILLS 22 HII 23 EAT 24 PIGMY 25 PUT 26 SACRIFICE 27 JILLY! 28 NORTH 29 THE 30 IN 31 GASMASK 32 BAMBOO 33 TO 34 BLANKET 35 AND 36 MEAT 37 FROG 38 GLOVES 39 BLOWPIPE.



lay mentions "over 200", but I've only come across just over half, and several of these were "tiny passages", all the same, in the grand tradition. I know of at least three more that I haven't yet found, and presumably there are many more inter-connecting locations (see the *Find* spell).

While the mechanics of the game are rather different from other Level 9s, the location descriptions are written with the usual attention to detail and atmosphere. I was, however, disappointed that the

lem, send it to us, and a fellow adventurer may be able to help.

Remember - the system only works if those adventurers who have solved the puzzles get in touch. Every week is Save An Adventurer Today (SAAT) week!

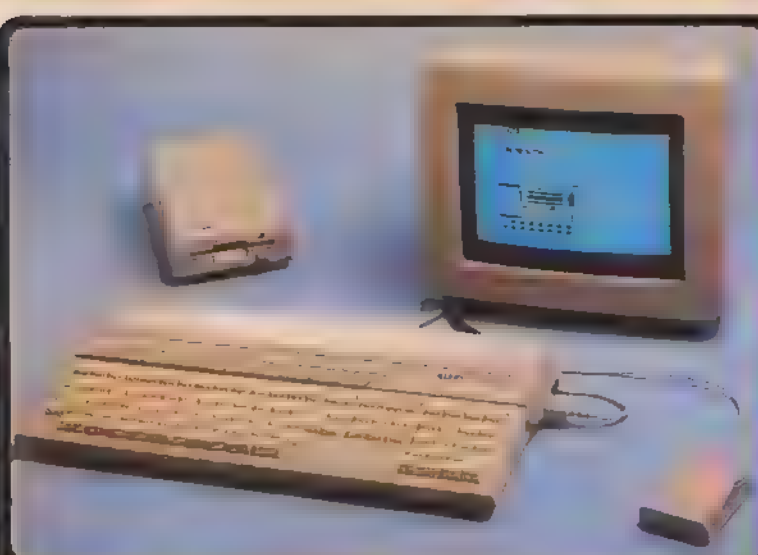
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Going bananas? If you are stuck in an Adventure with nowhere to turn do not despair - help is at hand.

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Problem.....  
Name.....  
Address.....





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  - \* 500K 3.5" DISK DRIVE
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## MACINTOSH v F10 v 520ST

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|-----------|--------------|---------|
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| RAM       | 512K         | 640K    |
| Graphics  | 640x480      | 640x480 |
| Sound     | 16K          | 16K     |
| Keyboard  | 95 keys      | 95 keys |
| Mouse     | Yes          | Yes     |
| Price     | £2,984       | £749    |

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| Event                               | Dates                                                               | Venue                                                            | Admission                                      | Organisers                              |
|-------------------------------------|---------------------------------------------------------------------|------------------------------------------------------------------|------------------------------------------------|-----------------------------------------|
| Computer Show                       | August 24<br>10.30am-5.00pm                                         | Crest Motor Hotel<br>441 Dunstable Road<br>Luton<br>Bedfordshire | 50p                                            | CJS/Northleach<br>04516 509             |
| Computer show                       | August 31<br>10.30am-5.00pm                                         | Co-op Hall<br>East Street<br>Swindon<br>Wiltshire                | 50p                                            | CJS/Northleach<br>04516 509             |
| Personal Computer<br>World Show     | September 4-8                                                       | Olympia<br>London                                                | £2.00                                          | Moetbould<br>01-486 1951                |
| Electron and BBC Micro<br>User Show | September 27-28<br>10.00am-8.00pm<br>September 29<br>10.00am-4.00pm | UNIST<br>Manchester                                              | £2.00 adults<br>£1.50 children                 | Danabae<br>Publications<br>061-456 8383 |
| Amstrad Users<br>Exhibition         | October 9-6<br>10.00am-6.00pm                                       | Newcast<br>Hampersaymash                                         | £2.00 adults<br>£1.00 children<br>(in advance) | Computer<br>Marketplace<br>01-830 1617  |

**MSX DBK drive**, with Tascam 4 months old, £260 Tel: Sheffield 302950

**APPLE 2+**, 80K twin discs, monitor, Super Serial and 80 column cards, PFS File Report, Graph VisiCalc, Applwriter, other software, Silentype printer, perfect condition, manuals included £480 Tel: Epping 74868

**FIRST BYTE** printer interface for Acorn Electron £28. SIIIR computers, printer, joystick interface also for Electron £30. Both in new Tel: Guernsey 84530 or write: Ashton, La Sommellerie, Rocquaine, Guernsey

**MICROWITEC** Cub 553 standard resolution QL Monitor (colour) as new £250. 6 QL books £4 each. £20 the lot. Monitor and books £260 Tel: Barry 01-501 1661 (nurs, winds)

**BBC B** 32K Swr + Utilities, motorised data recorder, SIIIR D/S (840K) drive, Epson RX80FT 1200 sheets, organiser, disk most new quality, wide ranging swr books, Home + joystick £1,275 ono. Further details 0628 31493. **HOBBIT** Fast Tape Unit for BBC computer, c. £35. Three printers, suitable BBC and other computers, £25 £60 and £75. Eli II computer £35. M4 14 computer £35. Tel: 01 366 1448

**SPECTRUM PLUS**, recorder, joystick interface, books and swr 9 months guarantee, £150 ono. Tel: Leicester 863 434 or 3615 (Weekdays ask for Phil). **QL** for sale, hardy used, good condition £250 ono. Tel: Sheffield 384 535 evenings

**VC 20** Starter Pack 16k joystick, 5 cartridges, 8 cassette games, 2 books £150 ono. Tel: 01-550 1380 (Mford area). **EPSON MX-20** portable computer with memory expansion unit, built in micro cassette drive, and printer. Boxed as new, plus spare printer ribbon paper and cartridges, £240 ono. Tel: 0734 733404

**BBC II** 120S, two data recorders, three joysticks, including Quickshot II, inter. kits for joysticks, £20 magis, £10 books, £160 top software and many blank cassettes, vgc £325 Tel: 0743 58057

**AMSTRAD CPC464** (Green), complete with manuals, Quickshot II joystick and modulator, £170 ono. Six months old very good condition Tel: Key on Shaw 843798 after 6.00pm

**SEIKOSHA GP-80A** Graphics Printer for BBC or any Centronics interface now ribbon approx 1000 sheets paper, £80 ono. Tel: 0489 77661

**ACORN ELECTRON** for sale with mags, books, games, etc. Worth over £230 will sell for just £90 Tel: 0706 225522, 9-5 or 070682 7042 after 5pm

**AMSTRAD CPC464** £180, includes Green Screen Monitor, Amstrad, The Wordprocessor, Hisoft's Dopeac (Assi-Dias), other software and joystick also available going away hence ridiculous price, hurry Tel: 01-883 3865, eves

**CBS** ColecoVision Video Game console plus 18 games and super controller and roller controller worth over £500, very good condition £210 ono. Apply 48 Crossfield Road, Hoddesdon, Hertfordshire EN11 0HN

**CPC464** and colour monitor for sale complete with £150 worth of original swr inc Alien II, Sorcery, War of Exploding Fish. Quick sale £795, no offers Tel: 0473 45724, evenings only

**ENTERPRISE 64** two months old hardly used plus £30 worth of software including Fantasia Diamond, Sol for £150, one A Mousey 40 Gwain Road, Rhydyfelin, Pontypool, Mid-Glam CF37 5PU. **SWAP Spectrum+** and joystick HS232 interface, all leads and ten original programs. All in case, some home recorded tapes inc Wanted Alarm 1050 disc drive + discs Anytime Tel: 0394 285844

**ACORN ELECTRON** plus tape recorder, First Byte joystick interface £90 worth inc Swr inc Ellie, Chuckie Egg, Twin Kingdom Valley, Pung and Blaggyr, Willask for £130. Tel: Huntington 215746

## Spectrums for Sale

**SINCLAIR QL** memory board 128k New £75 Tel: 01-670 7087

**48K SPECTRUM** data recorder, oystic and programmer interface, all under guarantee £140 and Tel: Wincford 57159

**ZX SPECTRUM 48K** Chestah speech synthesiser all worth up to £400. Sell £260. All under guarantee. Contact before 5pm (Timmy 01-506 3845)

**SPECTRUM 48K** for programming or business. Hardware inc Interface 1 for all uses. Worth over £600. Will sell £350 and Tel: Graham on 01-956 7077

**48K SPECTRUM** - interface + Quickshot II plus set of home computer magazines + binders - 50 games + data recorder + leads all boxed with manuals. Offer only Tel: 0222 497853 7-9pm

**SPECTRUM OWNERS** want a computer with 64k keyboard, games, which can run your software? Memotech MTX500 cost £250 will sell for £170. Write A Miller 47 Gladstone Street, Leven, Fife, Scotland

**48K SPECTRUM** Full keyboard, on/off switch, save/load switch, power supply, built in, Currah speech and software £130 ono. Tel: 3933 581561

**SARGAUX** 48K Spectrum cassette recorder 50 top games, good condition, worth £800, sell for £160 ono. Tel: Notts 514766

**48K SPECTRUM** interface, microdrive, programmable joystick £170. Tel: 0592 51756

**48K ZX SPECTRUM** plus Kempston joystick and over 80 games £80 ono. Tel: 021 351 1078 Richard

## ADVENTURE

### HELPLINE

**Urban Upstart on Commodore 64.** How do I pass the building site without getting stuck? How do I carry all the objects found? Leslie Austin, 25 Royal Avenue West, Onchan, Isle of Man.

**Fantasia Diamond on the Spectrum.** I have explored the house and the pixies cave and I have tried to cross the river. What now? Karl Butcher, 4 Greenleaf, Thursley, Blandford, Dorset

**Project Volcano on the Amstrad.** How do I get past the first service droid? C. Tunley, 23 Liverpool Road, Page Moss, Liverpool L14 9PG

**Return to Eden on Amstrad.** How do I get into the bank? I have 11,280 credits and I have the ID card. John Walker, 3215 Shandon Crescent, Halden, Alexandria, Dunbartonshire G83 8EX

**Jewels of Babylon on Amstrad.** Can't get past the lion and crocodile. How does the slab move? Where are my weapons? Andrew Pearce, 11 West Park, South Molton, Devon EX38 4HJ

**The Hobbit on Spectrum.** How do you get into the Goblins cave? Simon Pickup, 11 Crouch Hall Road, London N8 8HC

**Brown Free/Smugglers Cove on the Amstrad.** How do I get past the wooden door? How do I use spade, get past pirate, cat, mermaid? D Carr, Thornlie, Oak Road, Mottram, Saint Andrew, Macclesfield, Cheshire SK10 4RA

**Wizardry 2 on Apple 2.** Can't work out how to get to the down stairs on level 1. Can't work out the riddle in the labyrinth. Meredith, 48 Merton Road, Wandsworth, London SW18

**Fourth Protocol on Spectrum.** I need help with Warburton, Faulkner and Pasternak. Scott Macfarlane, 11 Roomside Terrace, Cornforth, Edinburgh EH12 7LZ

**Quest on Spectrum.** How do I get an object, and how do I say hello to a dwarf? James Alliew, 4 Basing Drive, Ilkerton, Derbyshire DE7 5JA

**Valkyrie 17 on Commodore 64.** How do you get money? I leave hotel? Peter Hurley, Support Troop C Sqn, 13/18 RH(QMO), BFPO 88

**Fantasia Diamond on Amstrad.** Don't know what to do with silver statue. Clive Roberts Woodings, 7 Booth Street, Alveston, Derby

**Jewels of Babylon on Amstrad.** How do you kill the lion and the crocodile? Where is the gun? Will swap hints for forest. World's End, Natasha Silva, 5

Goldhanger Close, Rayleigh, Essex.

**Fantasia Diamond on Amstrad.** Does anyone have a full solution? David Carr, 'Thornlie' Oak Road, Mottram Saint Andrew, Macclesfield, Cheshire.

**Williamsburg Adventure on C16.** How do I get past the gravestone and what do I do with it? D. W. Ironside, 59 Melville Heath, South Woodham, Ferrers, Cheshamford

**Akharon on Spectrum.** How do you get out of the dungeon? John Harris, 31 Branscombe Avenue, Leicester

**Lords of Time on Amstrad.** How do I get past the brontosaurus on level 3 after it's lifted me out of the pit? Leslie Moss, 34 Wakeham Hill, Pinner, Middx (01-888 3973)

**Erik the Viking on Spectrum.** Please help with direchota at sea—I'm lost! David Blackledge, 7 Greenway Close, Bolton

**Catacombs on Commodore 64.** I can't even open the first door! Any information will be very welcome. I. Benjolan, 89 Oakdale, Wellwyn Garden City, Herts.

**Emerald Isle on BBC.** How do I get out of the mole hole and where do I go from here? R Dawson, 41 Union Court, Olney, W. Yorks

**Jewels of Babylon on Amstrad.** Where is the key and how do I get it? Also, what is the plank for? W. Leary, 109 Wellstone Avenue, Bramley, Leeds.

**Eureka on Commodore 64.** I have only achieved 50% on the prothrotic part. Can someone please help me? I can offer help on Nos 2, 3 and 4. Kevin Blake, 41 Sycamore Grove, Braintree, Essex

**Adventureland on Commodore 64.** Any help please—I'm new to adventures but enjoying them! J. Hammond, 4 Maidstone Avenue, Romford, Essex

**The Final Mission on Spectrum.** How do I kill the slime monster? How do I get through the second door? A. Hughes, 22 Tyddyn T, Menai Bridge, Gwynedd

**Eureka 2 on Commodore 11.** I have the chicken but I can't find the north-sayer to give it to. Richard Katto, 160 Station Road, Leigh-on-Sea, Essex

**Castle Quest on BBC.** I have got the wand and 80 score points but I don't know how to finish. Steve Johnston, 28 Bristol Road, Colchester, Essex

**Astac Tomb on Commodore 64.** I'm stuck at the harbour and I don't know how to go anywhere on this boat. I have been to the island. Any help please? Hammond, 4 Maidstone Avenue, Romford, Essex

**System 15000 on Spectrum.** What is the second bank code? Marilyn Chopyney, 12 Greenock Street, Armsley, Leeds 12

**Fantasia Diamond on Amstrad.** How do I get the conductor to play music to open the musical door? What do you do with the statue? M. P. Wata, 9 Railway Terrace, Rogie, Cwent NP6 3JC

**Fantasia Diamond on Amstrad.** How do you get across the river and how do you open the manhole?

**Forest at World's End on Amstrad.** When you are in the volcano how do you open the treasure chest? Jason Stonway, 26 Newpool Road, Knypersley, Biddulph, Stoke-on-Trent

**Valkyrie 17 on Spectrum.** How do I get out of town and get money for the telescope? Winstone, 11 Burnet Close, Inglesby Barwick, Cleveland

**Escape from Pulsar 7 on Commodore 64.** What does the white button do and how do you open the grill in the wrecked cabin?

**Feasibility Experiment on Commodore 64.** Where is the wick for the oil lamp? Edward Coult, 41 Volta Street, Selby, Yorks (Selby 705343)



## Amstrad

|    |      |                                             |       |
|----|------|---------------------------------------------|-------|
| 1  | (1)  | Way of the Exploding Fist (Melbourne House) | £9.95 |
| 2  | (2)  | Red Moon (Level 9)                          | £6.95 |
| 3  | (3)  | Dun Darach (Gargoyle)                       | £9.95 |
| 4  | (4)  | Beach-head (Access/US Gold)                 | £9.95 |
| 5  | (10) | Finders Keepers (Mastertronic)              | £1.99 |
| 6  | (-)  | Chiller (Mastertronic)                      | £1.99 |
| 7  | (6)  | Alien 8 (Ultimate)                          | £9.95 |
| 8  | (-)  | Nonzeroous (Mastertronic)                   | £1.99 |
| 9  | (1)  | Red Arrows (Database)                       | £9.95 |
| 10 | (8)  | Knight Lore (Ultimate)                      | £9.95 |

### Bubbling Under:

|                   |          |       |
|-------------------|----------|-------|
| Sorcery           | (Virgin) | £9.95 |
| Rocky Horror Show | (CRL)    | £9.95 |

## Atari

|    |     |                                    |        |
|----|-----|------------------------------------|--------|
| 1  | (1) | Bounty Bob Strikes Back (US Gold)  | £9.95  |
| 2  | (6) | Mig-Arroy Ace (Microprose/US Gold) | £9.95  |
| 3  | (1) | Hard Hat Mack (Ariolasoft)         | £9.95  |
| 4  | (2) | Airwolf (Elite)                    | £6.95  |
| 5  | (4) | Drop Zone (Microprose/US Gold)     | £9.95  |
| 6  | (2) | Brucio Leo (Datasoft/US Gold)      | £7.95  |
| 7  | (9) | Kissin Cousins (English Software)  | £6.95  |
| 8  | (6) | Archon (Ariolasoft)                | £11.95 |
| 9  | (6) | Miner 2048'er (Big 5)              | £9.95  |
| 10 | (-) | Mule (Ariolasoft)                  | £14.95 |

### Bubbling Under:

|              |              |        |
|--------------|--------------|--------|
| Ghostbusters | (Activision) | £14.95 |
| ColourSpace  | (Llamasoft)  | £7.95  |

## BBC

|    |      |                                 |        |
|----|------|---------------------------------|--------|
| 1  | (2)  | Beach-head (Access/US Gold)     | £9.95  |
| 2  | (1)  | Revs (Acornsoft)                | £14.95 |
| 3  | (5)  | Red Moon (Level 9)              | £6.95  |
| 4  | (3)  | Alien 8 (Ultimate)              | £9.95  |
| 5  | (7)  | Contraption (Icon)              | £6.95  |
| 6  | (1)  | Elite (Acornsoft)               | £12.95 |
| 7  | (6)  | Alien Atac (Ultimate)           | £7.95  |
| 8  | (10) | Bobby Charlton's Soccer (Snack) | £11.95 |
| 9  | (8)  | Repton (Superior)               | £9.95  |
| 10 | (-)  | Knightmare (Ultimate)           | £9.95  |

### Bubbling Under:

|                 |             |        |
|-----------------|-------------|--------|
| Magic Mushrooms | (Acornsoft) | £12.95 |
| Combat Lynx     | (Darell)    | £9.95  |

## Commodore 64

|    |     |                                             |        |
|----|-----|---------------------------------------------|--------|
| 1  | (1) | Way of the Exploding Fist (Melbourne House) | £9.95  |
| 2  | (4) | Frankie goes to Hollywood (Ocean)           | £9.95  |
| 3  | (2) | Hypersports (Imagine)                       | £7.95  |
| 4  | (3) | Elite (Firebird/Acornsoft)                  | £14.95 |
| 5  | (-) | Tour de France (Activision)                 | £9.95  |
| 6  | (7) | Mr Do (Datasoft/US Gold)                    | £9.95  |
| 7  | (-) | Nick Faldo Plays the Open (Mind Games)      | £9.95  |
| 8  | (5) | Rockford's Riot/Boulderdash (Monolith)      | £9.95  |
| 9  | (8) | Fourth Protocol (Hutchinson)                | £12.95 |
| 10 | (9) | Soft Aid (Various Artists)                  | £4.95  |

### Bubbling Under:

|                          |                |       |
|--------------------------|----------------|-------|
| Pitstop II               | (Epyz/US Gold) | £9.95 |
| Great American Road Race | (Activision)   | £9.95 |

## Spectrum

|    |     |                                        |       |
|----|-----|----------------------------------------|-------|
| 1  | (1) | Frank Bruno's Boxing (Elite)           | £6.95 |
| 2  | (2) | Hypersports (Imagine)                  | £7.95 |
| 3  | (3) | Highway Encounter (Vortex)             | £7.95 |
| 4  | (-) | Frankie goes to Hollywood (Ocean)      | £9.95 |
| 5  | (4) | Dynamite Dan (Mirrorsoft)              | £9.95 |
| 6  | (6) | Glass (Quicksilver)                    | £7.95 |
| 7  | (5) | Soft Aid (Various Artists)             | £4.95 |
| 8  | (7) | Nick Faldo Plays the Open (Mind Games) | £9.95 |
| 9  | (-) | Dambusters (Sydney/US Gold)            | £9.95 |
| 10 | (-) | Spy vs Spy (Beyond)                    | £9.95 |

### Bubbling Under:

|                 |              |        |
|-----------------|--------------|--------|
| Fourth Protocol | (Hutchinson) | £12.95 |
| Rocco           | (Grenalin)   | £7.95  |

All figures compiled by Ram/C

## Top Twenty

|    |      |                                              |                    |
|----|------|----------------------------------------------|--------------------|
| 1  | (1)  | Hypersports (Spectrum/C64)                   | Imagine            |
| 2  | (3)  | Frank Bruno's Boxing (Spectrum)              | Elite              |
| 3  | (2)  | Way of the Exploding Fist (C64)              | Melbourne House    |
| 4  | (4)  | Frankie Goes to Hollywood (Spectrum/C64)     | Ocean              |
| 5  | (7)  | Nick Faldo Plays the Open (Spectrum/C64)     | Mind Games         |
| 6  | (6)  | Soft Aid (Spectrum/C64)                      | Various Artists    |
| 7  | (18) | Highway Encounter (Spectrum)                 | Vortex             |
| 8  | (14) | Dynamite Dan (Spectrum)                      | Mirrorsoft         |
| 9  | (5)  | Elite (C64/BBC/Electron)                     | Firebird/Acornsoft |
| 10 | (8)  | Fourth Protocol (Spectrum/C64)               | Hutchinson         |
| 11 | (-)  | Tour de France (C64)                         | Activision         |
| 12 | (9)  | Red Moon (Spectrum/C64/BBC/Electron/Amstrad) | Level 9            |
| 13 | (15) | Glass (Spectrum)                             | Quicksilver        |
| 14 | (17) | Mr Do (Spectrum/Atari)                       | Datasoft/US Gold   |
| 15 | (-)  | Dambusters (Spectrum/C64)                    | Sydney/US Gold     |
| 16 | (13) | Rockford's Riot/Boulderdash (C64)            | Monolith           |
| 17 | (19) | Spy vs Spy (Spectrum/C64)                    | Beyond             |
| 18 | (-)  | Beach-head (Spectrum/C64/BBC/Amstrad/Atari)  | Access/US Gold     |
| 19 | (11) | Dun Darach (Spectrum/Amstrad)                | Gargoyle           |
| 20 | (-)  | Great American Road Race (C64)               | Activision         |

Figures compiled by Ram/C

## Readers' Chart No 38

|   |     |                                 |                    |
|---|-----|---------------------------------|--------------------|
| 1 | (4) | Soft Aid (Spectrum/C64)         | Various Artists    |
| 2 | (1) | Elite (C64/BBC/Electron)        | Firebird/Acornsoft |
| 3 | (2) | Hypersports (Spectrum)          | Imagine            |
| 4 | (3) | Way of the Exploding Fist (C64) | Melbourne House    |
| 5 | (5) | Dun Darach (Spectrum/Amstrad)   | Gargoyle           |
| 6 | (8) | Shadowfire (Spectrum/C64)       | Beyond             |
| 7 | (-) | Frank Bruno's Boxing (Spectrum) | Elite              |
| 8 | (9) | Spy vs Spy (Spectrum/C64)       | Beyond             |
| 9 | (7) | Revs (BBC)                      | Acornsoft          |
| 9 | (-) | Dynamite Dan (Spectrum)         | Mirrorsoft         |

Winning phrase No 38: "Acorn due at hades" from David Blackledge, of Bolton, who receives £25. Runners up: "Rail station chef feed" from John Brownhill of Milton Keynes and "Dial 'D' for death" from R Robertson of Mossend, Lanarkshire.

## Now voting on week 40 - £25 to win

Each week *Popular* is compiling its own special software top ten chart - compiled by YOU.

And each week we will send £25 to the person who sends in, with their chart votes, the most original (witty, neat or clever - but never rude) phrase or sentence made up from the letters (you don't have to use them all) in the titles of the top three programs in this week's chart, published above.

You can still vote in the chart without making up a slogan - but you won't be in with a chance of winning the prize.

All you have to do is fill in the form below (or copy it out if you don't want to damage your magazine) and send it off to: Top 10, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP.

Voting for Week 40 closes at 2pm on Wednesday August 28 1985. Entries received after that time will not be eligible for inclusion in that week's voting. The judges decision is final. Only one entry per individual per week will be allowed.

|                     |                          |
|---------------------|--------------------------|
| Name .....          | My top 3: Voting Week 40 |
| Address .....       | 1 .....                  |
| .....               | 2 .....                  |
| .....               | 3 .....                  |
| My phrase is: ..... |                          |

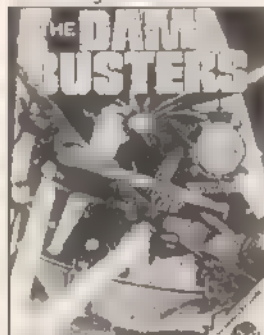
# New Releases

## CHOCES AWAY

*Dam Busters* on the Spectrum is a surprisingly good impersonation of the game originally released on the Commodore.

The game simulates the attack on the Moehne, Eder and Scorp dams by a flight of Lancasters carrying the most Monty Pythonesque weapon of war ever invented, the bouncing bomb.

The challenge consists not only of piloting the plane using an icon-like system to adjust levels of throttles, power boost, flaps, etc, but manning every other key site on the plane where appropriate the bomb bay, rear gunner and front gunner.



The full mission consists of successfully taking off from RAF Scampton, through flak, avoiding baddie planes and eventually blowing the dam to bits.

All the controls are presented in close-up as separate screens which adds to the realism but does mean shunting around a lot. For me the balance between blasting and flying is about right - the

Lancaster isn't horrendously difficult to fly but neither is it a bland up-down-left-right arcade zap. The landscape graphics are nothing too special but are good enough for a sense of atmosphere to be maintained.

One of the better flying efforts.

**Program** *The Dam Busters*

**Price** £9.95

**Micro** Spectrum

**Supplier** US Gold

Unit 10

Parkway Industrial

Estate

Birmingham

B7 4LY

## RIPPING YARN

Here's weird. In Ireland there really exists a school especially designed for women who want to pretend to be schoolgirls. Schoolgirls of the type found in all the best *Girls Own* annuals.

It involves much dressing up and having a ripping time being terribly naughty and having midnight feasts in the dorm.

People pay money for a week or so of this, and I suppose it's no stranger than, say, pretending to be a wizard or elf on an adventure weekend.

Anyway the ethos of the school has been captured in a graphics adventure written with the *Quill* and *Illustrator*. You play Trixie Trinian and along with your friends Fiona and Cynthia investigate the strange goings on at St Brides School. Yes, there are strange goings on (other than merely the fact that grown

women pretend to be schoolgirls) - there is a mystery.

Of the nature of the mystery and the way you solve it I can say little, except that it helps if you can convince the teachers you are one of them.

Though slow to be drawn, the relatively simple graphics are effective and add to the atmosphere - all musty school rooms and endless hallways. The descriptions seem good too and I found myself well hooked.

However, whilst getting on reasonably well with the absolutely whizzo adventure of the secret of St Brides, I now discover that the ultimate task is to find an amulet which lurks in locations that I, as a wet-behind-the-ears new chap, stand absolutely no chance with.

Nothing technically clever about the game given that it's all *Quilled*, obviously, but it seems very entertaining; it has a lot of tongue in cheek humour, I can also think of a lot of macho Orc-slaying adventures who could do a lot worse than playing this game.

**Program** *The Secret of St*

*Brides*

**Price** £5.95

**Micro** Spectrum/C64

**Supplier** St Brides School

Burtonport

County Donegal

Ireland

## BURN UP

*Speed King* is one of the more interesting bike race games I've seen in a long while. Its strength is that, whilst there is a level of authenticity about its presentation of 10 world

famous circuits on a Suzuki, it is easy to get going and a lot of fun to play.

All controls are through the joystick and fire button, including gear changes, acceleration and leaning left and



right around the corners (watch the way the rider puts his foot out). There are plenty of other riders on the track, although it was a long time before I saw much of them after the start of the race.

The graphics are excellent with the sense of distance being achieved far more realistically than in most similar games - the way you start to approach the other bikes is extremely smooth.

It feels fast and beats hands down most of the *Pole Position* variants that are around.

**Program** *Speed King*

**Price** £8.95

**Micro** Commodore 64

**Supplier** Digital

Integration

Watchmoor Centre

Watchmoor Road

Camberley

Surrey GU15 3AJ

## This Week

| Program                | Type | Micro        | Price | Supplier       | Alpha Blaster     | Arc | MSX      | £8.95  | ML       |
|------------------------|------|--------------|-------|----------------|-------------------|-----|----------|--------|----------|
| Warlord                | Ad   | Amstrad      | £7.95 | Interceptor    | Board Games I     | Arc | MSX      | £4.95  | Orpheus  |
| Everyone's a Wally     | Arc  | Amstrad      | £9.95 | Micro Gen      | Board Games II    | Arc | MSX      | £4.95  | Orpheus  |
| Scrabble               | S    | Amstrad      | £9.95 | Leisure Genius | Jet Fighter       | Arc | MSX      | £14.95 | P Morgan |
| Steve Davies Snooker   | ■    | Amstrad      | 12.95 | CDS            | Scramble          | Arc | MSX      | £8.95  | ML       |
| English Word Usage     | Ed   | BBC          | £3.95 | Kosmos         | Space Busters     | Arc | MSX      | £8.95  | ML       |
| Steve Davies Snooker S | S    | C16          | £7.95 | CDS            | Question of Sport | Ed  | MSX      | £0.95  | P Morgan |
| Cyru                   | Arc  | Commodore 64 | £2.50 | Firebird       | Maths             | ■   | MSX      | £0.95  | P Morgan |
| Natural History        | Ed   | Commodore 64 | £3.95 | Kosmos         | Software Manager  | S   | MSX      | £0.95  | ■ Morgan |
| Steve Davies Snooker S | S    | Commodore 64 | £8.95 | CDS            | Super League      | ■   | MSX      | £0.95  | ■ Morgan |
| Elidon                 | Ad   | MSX          | £4.95 | Orpheus        | Music Maker       | UI  | MSX      | £0.95  | P Morgan |
| Murder in the Manor    | Ad   | MSX          | £0.95 | P Morgan       | Elidon            | Ad  | Spectrum | £8.95  | Orpheus  |
| Treasure Isle          | Ad   | MSX          | £0.95 | ■ Morgan       | London Adventure  | Ad  | Spectrum | £2.50  | Firebird |



Pick of  
the week

## DOCTOR IN CHARGE

According to Sinclair the QL microdrives are absolutely fine, wonderful and a big step forward over floppy discs - this is true if you accept the concept that saving and loading data is not actually the point of microdrives. The point of microdrives is only to be very very small.

Having just lost 850 words of an article I had foolishly typed on *Quill* and saved to microdrive, I was in a desperate but appropriate condition to examine *Cartridge Doctor* from Talent Computer Systems. Probably the most vital utility non-disc drive owning QL users could buy.

It's that blank bad or changed medium that rangles - it's so smug: 'well you certainly don't expect me to try and load anything from that, do you,' it seems to say. And what does changed medium mean? I always have visions of some sneaky QL-

hater taking bits of tape out of microdrives and replacing it with some strange unexpected material like sticky tape or elastoplast.

Anyway *Cartridge Doctor* managed to recover nearly half of my lost article, not such that I could load it back into *Quill*, but at least so that I could read it on screen. It's extremely easy to use - most processes are automatic and most options have defaults for the most common choices.

It works like this. You load the *Doctor* into the QL then choose microdrives for the source microdrive and destination microdrive (if it's to make a new file).

The most common option is *Autocloning* which reads the files on the microdrive assessing their condition.

Some may be pronounced 'good' which means they can be completely recovered and transferred to a new tape. Others may be

found to have one or more doubtful blocks of information.

Files with doubtful blocks may then be patched, a process where each block is loaded up on to screen, where it may be corrected manually, rather like wordprocessing - you move a cursor around deleting characters, etc.

It doesn't seem to be one hundred per cent reliable, though. Some blocks of my *Quill* data proved to be screens full of question marks (maybe I was drunk when I wrote it) but basically my conclusion is simple. QL owners must buy this program.

**Program** *Cartridge Doctor*

**Price** £14.95

**Micro** QL

**Supplier** Talent Computer Systems  
Curran Building  
101 St James Road  
Glasgow G5 0NS

## WORD PLAY

Some Spectrum owners and not a few Commodore fans would vote, finally, for *Scrabble* as their favourite game on their computer.

It's something to do with the seeming artificial intelligence involved, with the sense that you are challenging the machine with what humans are supposed to be best at, ie. word skills. It helps, of

course, that even as a board game it's superbly addictive.

Good news for Amstrad owners then that *Scrabble* is at last available on the machines. It's a fine implementation and, because of the Amstrad monitor, it's the clearest of all the versions.

The vocabulary of 11,000 words gives you a difficult game at the harder levels. I think a reasonably committed *Scrabble* player should win more often than not, but nev-

er easily.

Computer *Scrabble* has one major additional virtue for kids - if anything is going to persuade your parents to buy a computer this game is it - drag them into a shop and make them play it.

**Program** *Scrabble*

**Price** £9.95

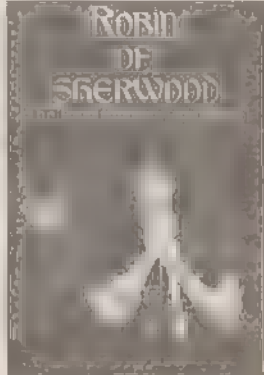
**Micro** Amstrad

**Supplier** Leisure Genius  
3 Montagu Row  
London W1E 1EZ

## SWASHBUCKLING

*Robin of Sherwood* features some of the slickest graphics I've ever seen in a game of this kind.

If you persevere through the difficult opening section,



there is an absolutely stunning screen of a waterfall.

But first you must release Robin and friends, trapped in a cell awaiting a stiff talking to for venison highjacking. Getting out the cell is very complex indeed (although to be fair it's exactly how it would happen in a swash-buckling film).

The actual myth of Robin seems to need little embellishment to turn it into the classic adventuring saga and I found this the most gripping adventure I've seen for ages.

**Program** *Robin of Sherwood*

**Price** £9.95

**Micro** Spectrum

**Supplier** Adventure Int.  
85 New Summer  
Street  
Birmingham

## This Week

|                          |     |          |       |               |
|--------------------------|-----|----------|-------|---------------|
| <b>Robin of Sherwood</b> | Ad  | Spectrum | £9.95 | Adventure Int |
| <b>Arithmetic</b>        | ■   | Spectrum | £3.95 | Kosmos        |
| <b>Aetrolab</b>          | Ed  | Spectrum | £6.95 | Eclipse       |
| <b>Chemical Formulae</b> | ■   | Spectrum | £9.95 | Eclipse       |
| <b>Halley's Comet II</b> | Ed  | Spectrum | £6.95 | Eclipse       |
| <b>Stars and Planets</b> | Ed  | Spectrum | £7.95 | Eclipse       |
| <b>Cyru</b>              | Arc | Spectrum | £2.50 | Firebird      |

**Adventure Int.** 119 John Bright Street, Birmingham B1 1BE, 021 643 5102 **CDS**, Silver St. Doncaster **Eclipse**, 79 Androssen Gardens, Worcester Park, Surrey KT4 7AX. 01 330 3116 **Firebird**, Wellington House, Upper St Martin's Lane, London WC2H 9DL, 01 379 6755. **Interceptor**, Interceptor Micro's, London House, The Green Tadley Hampshire 07536 7145 **Kosmos**, 1 Pilgrims Close, Harlington, Dunstable Bedfordshire LU5 6LX **Leisure Genius**, 3 Montagu Row, London W1H 1AB. 01 935 4622 **ML**, ML Services, Shelgate Road, London SW11 1BA, England. 01 226 6730 **Micro Gen**, 44 The Broadway Bracknell, Berks. 0344 427317 **Orpheus**, The Smithy, Unit 1, Church Farm Hatley, George Nr Sandy, Beds SG19 3UP. 0767 5481 **P Morgan**, 230 Dunvant Road, Dunvant Swansea. Glam SA2 7SR

**Key:** Ad - adventure S - strategy-simulation  
Arc - arcade Ut - Utility  
Ed - education



## Survival plan

**A**n article published recently on the evolution of fifth generation computers explained how these machines will probably be able to do more or less anything we ask them to.

How many times have you read something similar? Yet somewhere under the words, a rather bizarre confusion of ideas seems to be lurking.

On the one hand there is the metaphor of evolution and everything that suggests in the way of raw Darwinian struggle, blood-stained teeth, the triumph of those best suited to survive, and so on. The tough and ugly face of Nature at its nastiest, as the generations of creatures pit themselves against the brutality of the real world that their creator - or blind chance - condemned them to live in.

Yet for some reason - maybe not unlinked to the desire for sound portentous - this word has become applied to the development by thoughtful, caring humans of willingly servile computers, happy apparently to obey our every whim. The fantasy is given classic form by science-fiction writer Isaac Asimov and his silly-solemn Laws of Robotics - the first and greatest of which is that no robot may ever harm a human being. (And can you really see the military supremos of either superpower keeping to that kind of rule?)

What a contrast between the two ideas.

Can you imagine any species struggling to evolve into a race of servile fools? Even the most docile herbivores, even the blindest and most wretched

among liver-flukes, have more independence. Their existence may not be particularly dignified, but at least they retain some small area of self to call their own. The lamb may trot obediently to the slaughter, but at least it can choose whether to bleat when it sees the knife.

A computer, though, is always the prisoner of its program, and in turn the program of its author. Even the most open-ended of flexible expert systems, though capable perhaps of many nifty tricks, and of deductions unsuspected by its designer, cannot go beyond its brief - cannot turn away from its set purpose to do something more interesting, or something more important, or even something utterly vital to its survival.

For a species actually to evolve in any real sense of the word, surely it needs at least this degree of independence? Plus a capacity to protect itself (whether by teeth or camouflage), a talent for adaptation, and the ability to breed. How many of these has your Spectrum Plus got?

But of course it would be rather fascinating to see machines genuinely evolving. And by no means beyond the scope of possibility. All you'll need to arrange would be a robot with a good sized computer for memory, an easily available and re-chargeable power source, sensors so that it could decipher its environment, motor ability, and enough manual dexterity to assemble others of its kind. It would also need to have, programmed deep into its hardware, at the same fundamental level that modern machines are compelled to follow the paths of strictest logic, a will towards an effective independence of Man, (though it would need to be symbiotic with him). Useful talents might include the ability to forage for materials, to think creatively, handle a sawn-off shotgun, locate unprotected sub-post-offices, evade the police, hide out in the Welsh hills, etc.

Just a few generations of these beasts, and we'd see some genuine evolution. The results would undoubtedly be fascinating.

Mind you, there could be disadvantages...

George Simmers

## Down on the farm

### Puzzle No 171

When old farmer Jorkins died he left his entire estate to be divided equally between his two sons. This was done quite satisfactorily except for just one rectangular field. This was a bit of a curiosity as the old man specified that the field was to be divided in half diagonally, from corner to corner.

However, there was a method in the madness. If the field was divided in this way, each piece of land would have sides that were all an exact number of yards in length. Further, both sons would each receive 666,666 square yards in area. Can you find the dimensions of the field?

### Solution to puzzle No 166a

Of the 5040 possible combinations that can be formed with the seven cards, 578 of them are divisible by eleven. This reduces to 4 chances in 35 - slightly better odds than the 1 in 11 chance anticipated.

```
10 LET YES=0:LET NO=0
20 FOR A=1 TO 7
30 PRINT A
40 IF A=7 THEN GOTO 250
50 FOR B=1 TO 7
60 IF A=B OR B=C THEN GOTO 110
70 FOR C=1 TO 7
80 IF A=C OR B=C OR C=D THEN GOTO 250
90 FOR D=1 TO 7
100 IF A=D OR B=D OR C=D OR D=E THEN GOTO 190
110 FOR E=1 TO 7
120 FOR F=1 TO 7
130 IF A=F OR B=F OR C=F OR D=F OR E=F THEN GOTO 180
140 IF A=G OR B=G OR C=G OR D=G OR E=G OR F=G THEN GOTO 170
150 LET N=ABS(1000000+1000000+B*100000+C*10000+D*1000+E*100+F*10+G)
160 IF N/11=INT(N/11) THEN LET YES=YES+1 ELSE NO=NO+1
170 NEXT G
180 NEXT F
190 NEXT E
200 NEXT D
210 NEXT C
220 NEXT B
230 NEXT A
240 CLIPRINT "YES=";YES;"NO=";NO
```

The program generates all possible combinations of the seven digits, 1 to 7, with no digit repeated, and checks each to determine if it is an exact multiple of eleven.

### Winner of Puzzle 166

The winner is Sam Nash of Leeds, West Yorkshire, who receives a prize of £10.

### Rules

The closing date for Puzzle 171 is September 18.

## The Hackers





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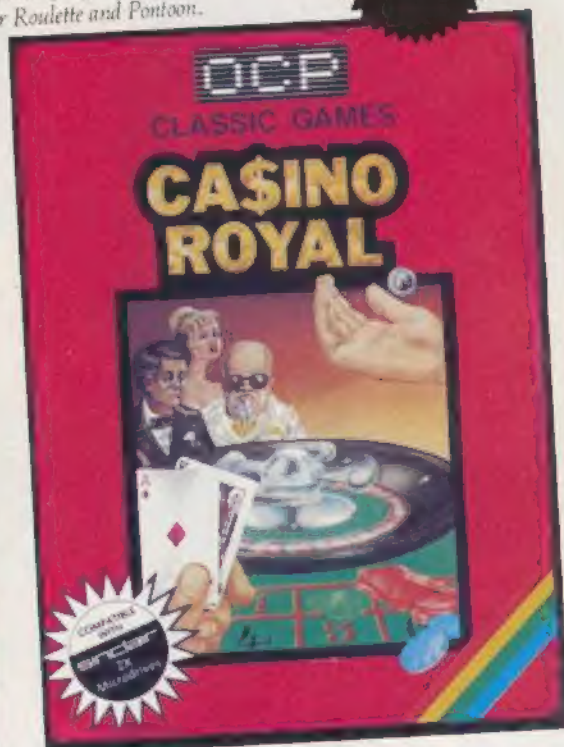
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### Video Pool 48K Spectrum £5.95

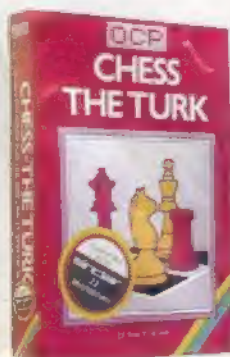
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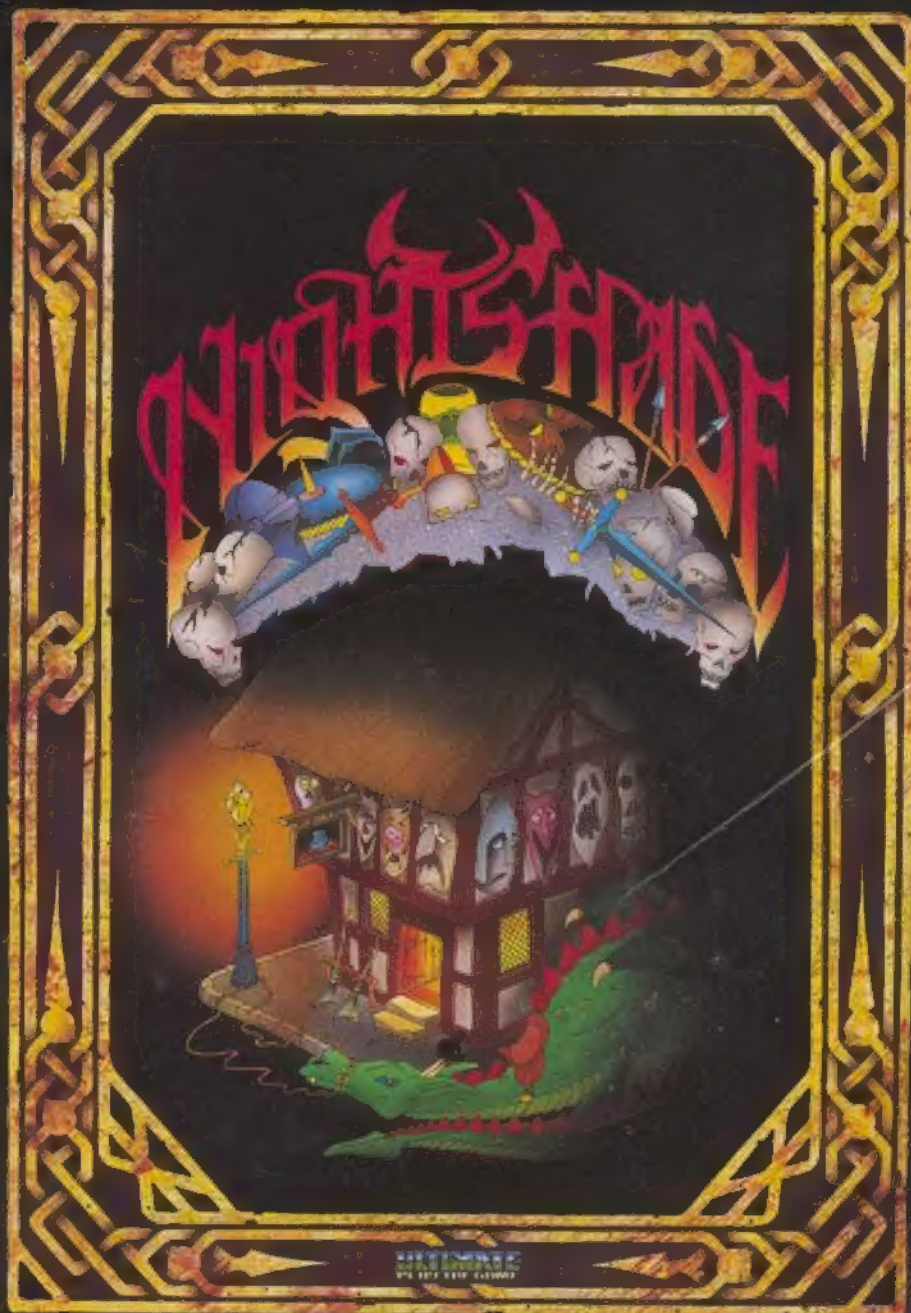
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